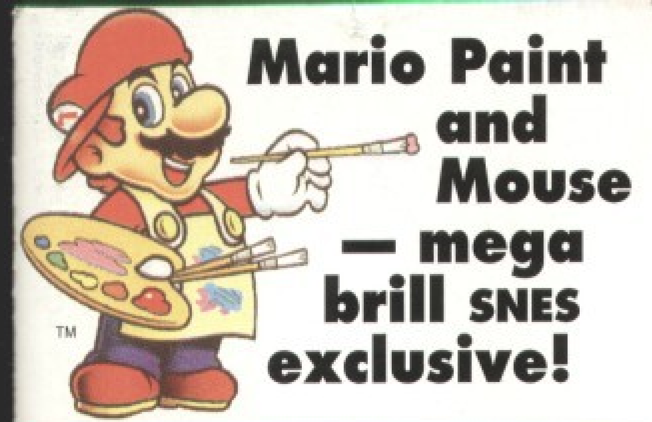
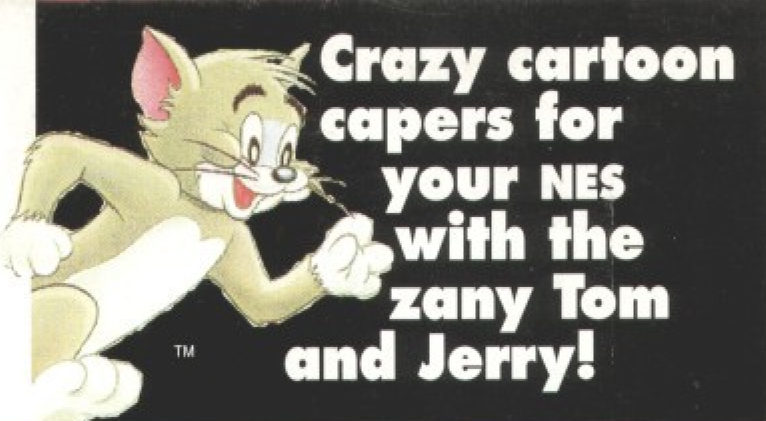
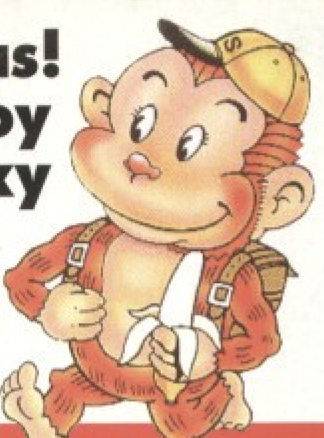


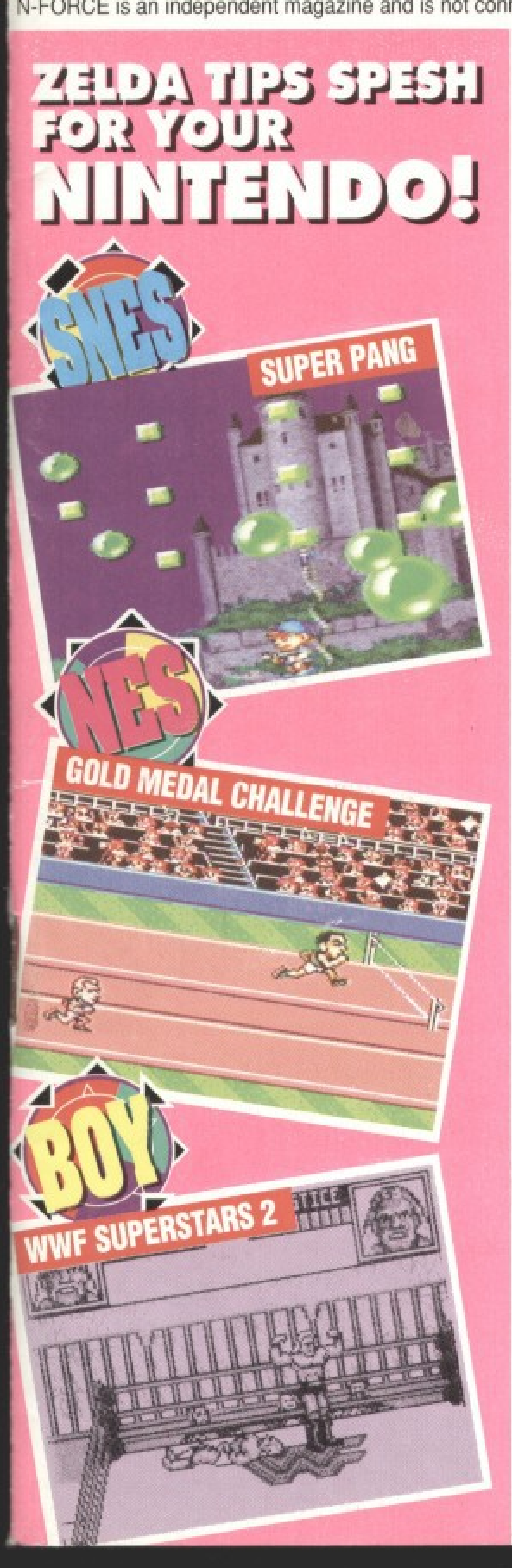


Go bananas!
Game Boy
hanky panky
with
Spanky's
Quest!





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SPIDERMAN
SPINS ONTO YOUR NINTENDO — EXCLUSIVE!

WIN A TRIP TO MEET THE WEBBED WONDER IN PERSON!

SNES COOL WORLD, PHALANX, KING OF THE MONSTERS!
NES NORTH AND SOUTH, BARBIE!
BOY FERRARI GRAND PRIX, BART VS THE JUGGERNAUTS!



TO ENTER THE GAMES
YOU MUST NEGOTIATE
TUMBLE DRYERS, DOD
AVOID WASHING MACH
SIDE-STEP GRANNIES.

SMASTER ZONE,

DGE FRIDGES,

HINES AND

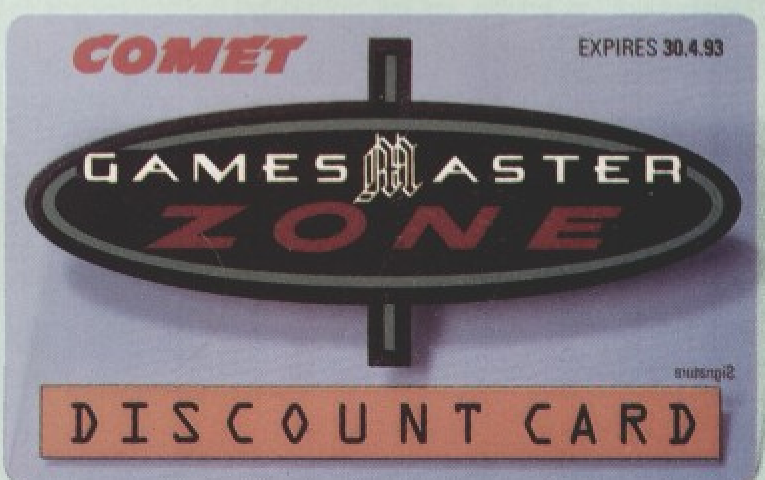
Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of them. The latest and the greatest.

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).



The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

Contents!

line-up

Crucial reading for Nintendo fiends!

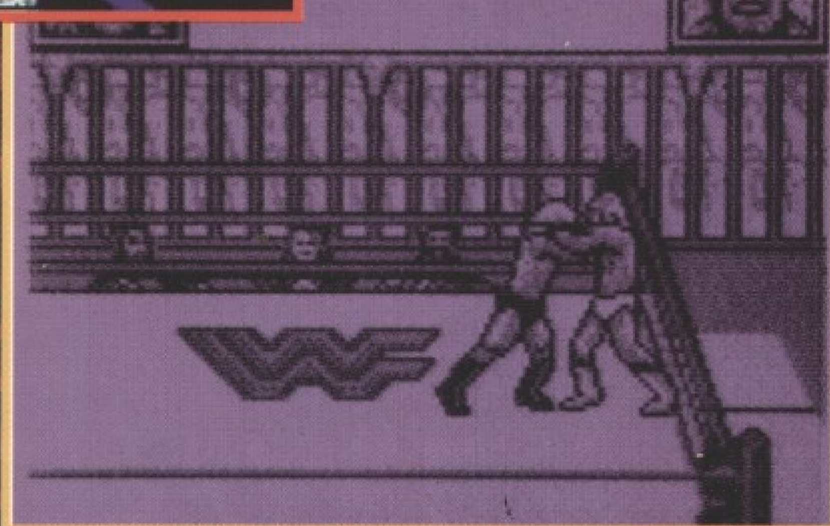




Cool World
The saucy sexy Holli Would, star of the hit animated film, wiggles onto your SNES. Lap up our EXCLUSIVE on PAGE 20!



Spider-Man
The webbed wonder spins onto your NES with our incredible EXCLUSIVE on PAGE 12!



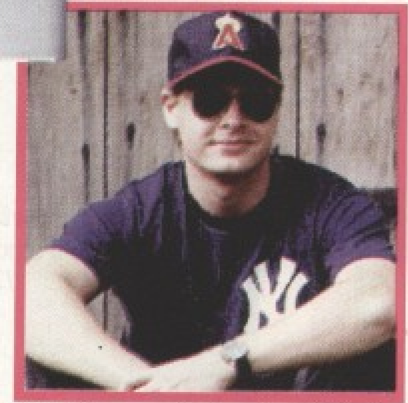


WWF Superstars 2
The biggest, baddest bullies of 'em all are back in another wrestling extravaganza. Check out our spiffing review on PAGE 49!

Game Fiend Alley







Get into some furiously brilliant tips 'n' cheats with our man Ace — you can't afford to miss it!



They're mad, they're bad and seriously rad so grab yer pad an' stroll on with the wonderful N-FORCErs! From top clockwise Gunns, Chip, Oz, Ace, Ed an' Shades!

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Ed Case



It's still buzzin' on the rental front game fiends, with the Big N sticking to its anti-stance backed by certain game producers, terrified of losing out if us gamers get to look at some of their dross before buying. It seems, to me, the rest of the world's gagging for the introduction of rentals, so what Nintendo are on about when they reckon their customers welcome their decisive stance I'll never know. C'mon Nintendo, we know you produce some ace stuff so give us what we want — what are you afraid of?!

Good news for UK SNES freaks — there's an absolute stack of games set to hit the streets in the next couple of months (hallelujah, praise the Lord an' all that) so your software collection can now be bigger than six! Super NES wannabees can now pick one up for £159 — with either *Street Fighter II* or the Super Scope and six games thrown in — I'd take *Street Fighter* every time.

And finally, tune into Channel 4's new *Gamesmaster series* every week from now on cos pretty soon, I'M gonna be on, rambling about the pros and cons of some of the new titles now hitting the streets! What an absolute nightmare!

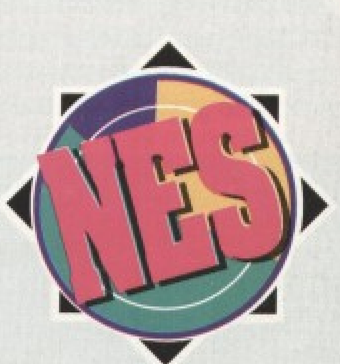
Anyway, see y'all next month!

In this issue...

Super NES



NES



Game Boy

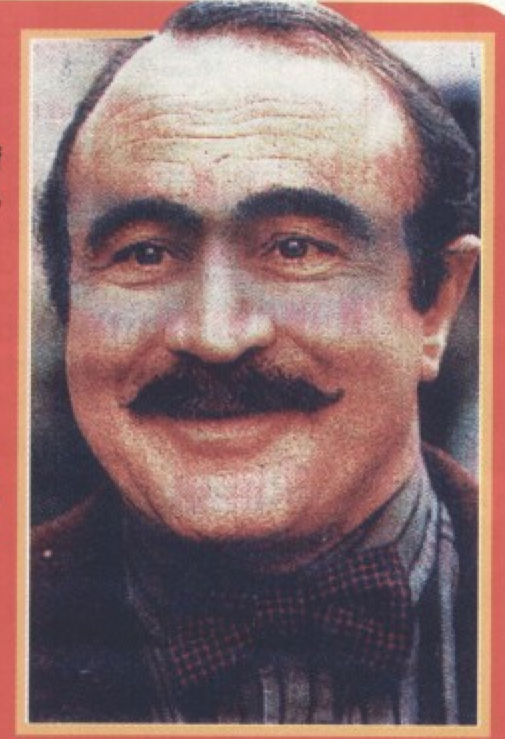






This product is tested by animals — not on animals!

Mario hot pants!

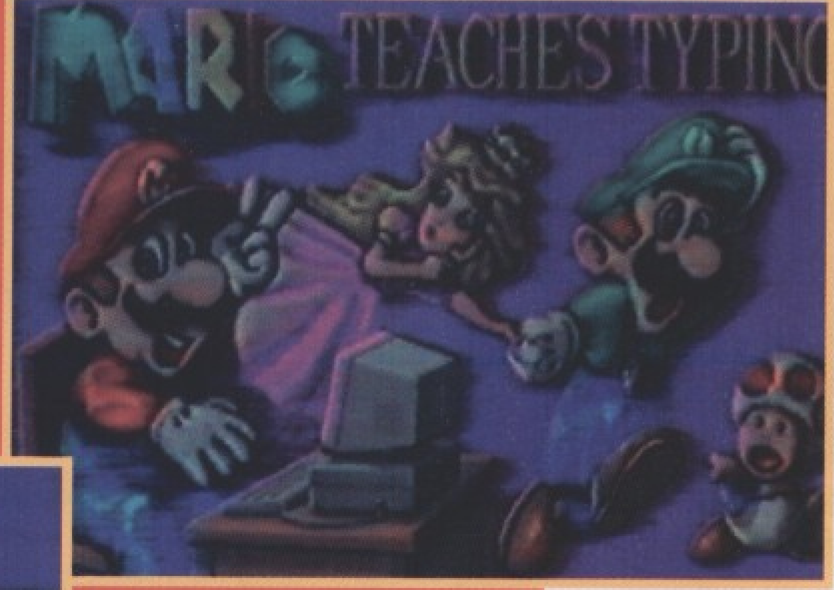


Hot pants were certainly the 'in' thing on the *Mario* film set in North Carolina after one of the film crew set his knickers on fire! Mario, superbly enacted by megastar Bob Hoskins — star of hits like *Who Framed Roger Rabbit*, was walking between gratings which were gushing huge flames when a sad technician began leaping around in agony, desperately trying to pour water down his strides.

And this must have been the most expensive panty fire ever cos after the bright spark crept up his trouser leg and ignited his boxers, the whole scene had to be reshot at a cost of £100,000! The shooting of the $40 million *Super Mario Bros* film, also starring Dennis Hopper and directed by Roland Jaffe, is now complete despite the set backs.

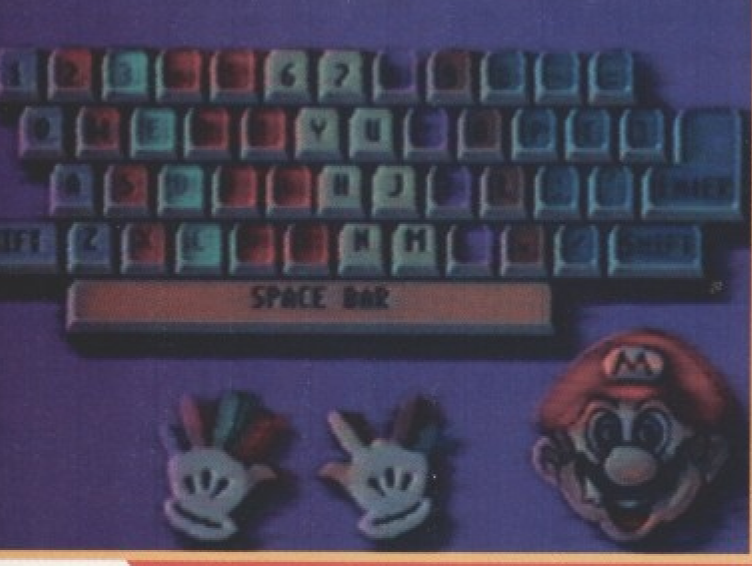
Bad news though dudes, cos the movie, which was shot in the unlikely setting of an empty cement factory, is unlikely to hit the big screens for Christmas — now it's scheduled for release around Easter. Don't miss it — we certainly won't be!

Talking Italian



Speaking of Mario, despite appearing not to have two brain cells to rub together, the chubby little Italian plumber has gone all swotty! While having a break from his adventures in *Mario World* our pizza-scoffing friend donned a mortarboard and cape and toddled off to schools around the country teaching typing to the masses.

The *Mario Teaches Typing* program's for the IBM PC or compatibles and includes enhanced graphics and sound from the original Mario games, coupled with an advanced typing trainer.

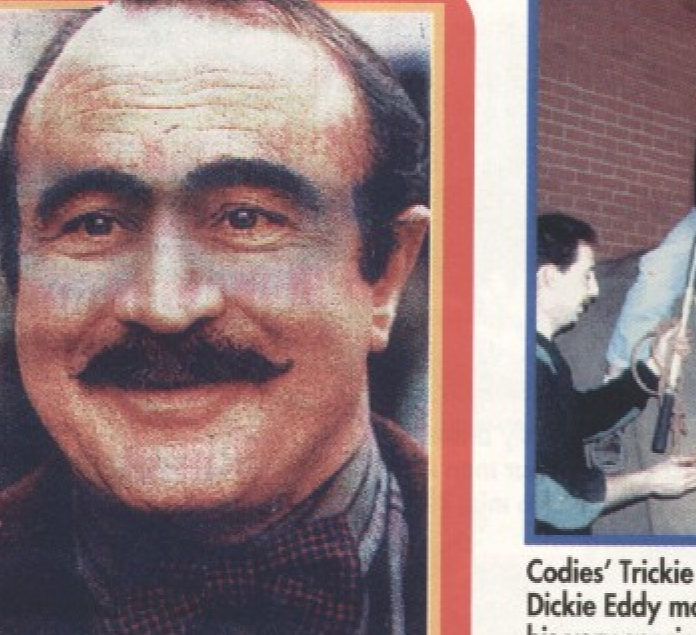


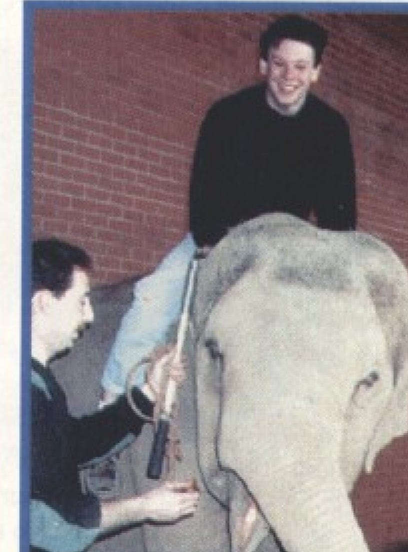
To keep the Princess swimming out of the reach of a giant fish or keep Mario bouncing on the turtles, words have to be typed. The faster the typing, the more points are scored and the characters survive their adventure.

The last thing Mario wants is for his Nintendo fans to get jealous, so sit tight and wait for his next SNES escapade, *Super Mario Kart*!

We thought Mario was a plumber but it seems he's been moon-lighting as a typing teacher — for PC brats at that. Crazy! Pictured left Mario demonstrates the wonder of dipping your fingers into indelible ink. (Don't try this at home kids, it could be dangerous).

Codemasters plug





Codies' Trickie Dickie Eddy mounts his very special friend, Nelly, who looks absolutely nothing like a Plug Thru!

Game Genie inventors, Codies, has unveiled a revolutionary — and cheaper — line in NES cartplaying — the Plug Thru.

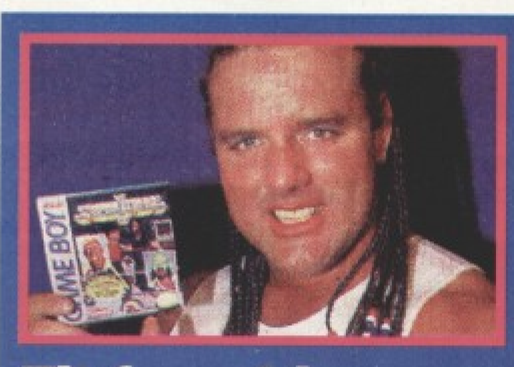
Shaped like the Genie, the Plug Thru cart has the game chips incorporated in it so all you do is slap a regular NES cart in the slot and wack it in your machine.

The new carts are compatible with all European Nintendo decks and because they have less components than a regular cart it's cheaper to produce — *Micro Machines* and *The Fantastic Adventures of Dizzy*, out November will cost just £29.95 — good stuff!

The Plug Thru will replace the planned American Aladdin system, — a master cartridge into which specially made cheapo 'slave' carts fit which Codies didn't feel was quite right for the UK market.

Codemasters elephant man, Richard Eddy reckons the Plug Thru's better than the Aladdin and hopes to get the carts out for under twenty quid within a year.

He said: 'When things are up and running, we hope to get the carts out a lot cheaper — but as they are they'll still cost a lot less than regular NES carts.'



Fit for a king

Recently-crowned WWF champion of Europe, the British Bulldog, Davey Boy Smith, shows just what he gets up to after going a few bone-crunching rounds in the old squared circle. Yep, he bashes buttons on the baby green screen with his fave WWF title — what a knockout!

Replay the action!

Stand by all Game Boysters cos Datel Electronics haven't forgotten about you. The latest addition to their neat cheating cartridge range is a great Pro Action Replay for the Game Boy.

It has similar features to its SNES sister including a training mode to find infinite lives, energy, power and ammo.

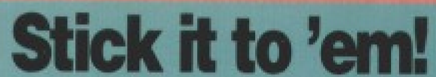
Anything that can be counted in a game can be altered to make carts more playable.

Codes are inputted onto a special screen that flips up when the Game is turned on — one switches the cheats on and off while playing the game and the other is a reset switch for inputting new codes.

There's loadsa codes for newcomers and gamers will soon be coming up with cheats by the bucket load which we'll print in N-FORCE.

It's a great device if you've got a really tough game but the urge to cheat might spoil your fun and crack those games too easily, so exercise willpower!

In the shops now, Pro Action Replay costs £34.99, NES owners stay tuned…



Stick it to 'em!

Look at these corking new NES joysticks from Cheetah — all in the form of your fave movie characters, original or what?! The Characteristick range kicks off with *Batman Returns, Alien 3, Terminator 2, Bart Simpson* and *Batman Animation* — based on the cartoon series.

We haven't had a waggle with these £14.99 gems as yet but if they play as good as they look we're onto a good thing — full rundown next ish.



Both hands on the wheel

Always had a problem with joypads and sticks on those driving games? Well worry no more cos the latest add-on for your Nintendo's about to do the rounds — literally. The new controller takes the shape of a steering wheel and is designed to give the ultimate feel to driving and flying sims. Not only that, but it's endorsed by Nigel Mansell so it must be good. *Nigel Mansell's Freewheel* is available now from Spectravideo priced £29.99. For more information telephone 081-902-2211

Cop a hold of ol' Nigel Mansell's tool for some serious driving force with the *Freewheel* (left)!



Budding Bits

New from Gamebuddy makers, Deekay (UK), is the Batt Pak I which fits into the Boy's battery compartment, giving up to ten hours of playing time when fully charged.

The Clip-A-Boy allows you to use all of your Game Boy add-ons and clip it to your belt too while the Gamebuddy Car Lighter Adaptor is a switchable 6v/9v adaptor to play your Boy in the car and use to charge the Batt Pak.

Finally there's the Universal Hand Held Case — a smart black briefcase with foam inserts to protect your Game Boy, add-ons and games. It comes with Switchstix and Games Gripper free. Prices are £9.99, £4.99, £8.99 and £14.99 respectively.



Cop a loada this Power-Pak I! Slap it in yer battery slot and bingo! — ten hours continuous play (okay so you'll have square eyes but nothing's perfect!)

Oh my cod!

What's this we've caught in our net? It looks a bit fishy to us. It's a secret message from F15H headquarters telling of a new watery game. Starring the world-famous James Pond and his friends the Aquabats, the *Aquatic Games* is a fun sports simulation for the SNES due out early 1993. James Pond has to keep at peak fitness to battle against the evil Dr Maybe and the best way is by competing in these eight silly sports events plus the bonuses. There's a practice and championship mode plus a multi-player option with up to four skilled scalies battling it out together.I

I'll name that tuna in one!

James Pond has now got his very own kids club too! As Ed found out when she bumped into her hero at a computer show.

Club members will receive a secret agent's pack with ID card, stickers, secret codes, secret missions and a specially-produced *James Pond* board game.

The subscription lasts until December 1993 with club members receiving exclusive training tips and chances to win lots of prizes in the special competitions. Your plaice or mine?

To join F15H send £8.95 to F15H HQ, Unit 3, Edison Road, St. Ives, Huntingdon, Cambridgeshire, PE17 4LF.




Trailblazer



Slick Sticks

Thornley Distribution has launched the Trailblazer — a multi-function joystick to replace the SNES joypad. It has arcade quality buttons, slow motion, auto fire on all fire buttons and a turbo speed option — all for £29.99.

If you prefer a more conventional pad then the Quest is your man. It has all the normal functions of a SNES joypad plus a



Voyager

slow motion and turbo fire, costing £14.99.

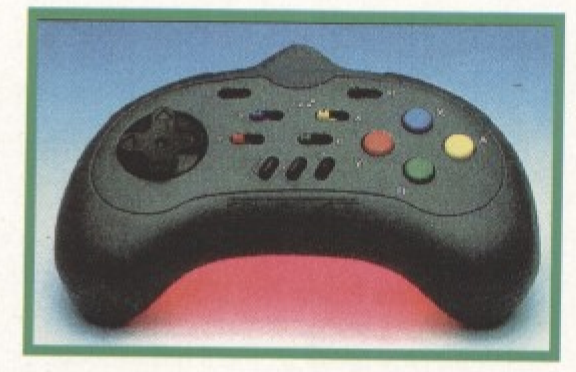
Thornley have also produced the first sensible adaptor for the SNES. The big problem with American and Japanese to UK adaptors up to now have been their flimsiness.

The Thornley Game Master takes a new approach putting the UK and imported cartridge together instead of at right angles. This makes the whole system much more stable and safe. Price to be arranged.

Down boy!

For the Game Boy there's the Light Master which lights and magnifies the screen in one unit.

For those who tend to bash around their handheld try the Play 'n' Go — a special hard case that the Game Boy slips into. All the function buttons can be accessed and the Game Boy should never be damaged again! Prices on these items are to be announced.


Quest

Gunns' Garbage

HI! Okay, it's time to squash a rumour about *Contra III: The Alien Wars* (as it's known in the States). Is it soon to be released in the UK as *Super Probotector* or what? Basically, yes. Konami's changed the name for the European market and turned the human sprites into robots cos according to Konami spokeswoman, Pam Griffiths, men being killed wouldn't go down well with Europe's sun-bed pinchers (yes, you know who you are!) Gameplay, however, remains the same.

Another whisper's that a software company is producing a chip for incorporation in SNES carts boosting processor capacity to 32-bit, due for completion by Christmas. This means arcade quality in the home. More when we get it.

Finally keep an eye out for *Asterix* and the indomitable Gauls appearing on all formats soon from Infogrames.

So long and thanks for all the fish.



Things that make you go Hmmm...!

Question: what's the difference between the SEGA FORCE crew (pictured) and a bunch of mentally-retarded orang-utans suffering from piles?

Answer: absolutely nothing (sad gits)!

Just working in an office with a bunch of planks who wouldn't know a decent console if it fell on them is definitely enough to make us N-FORCErs go Hmmm.

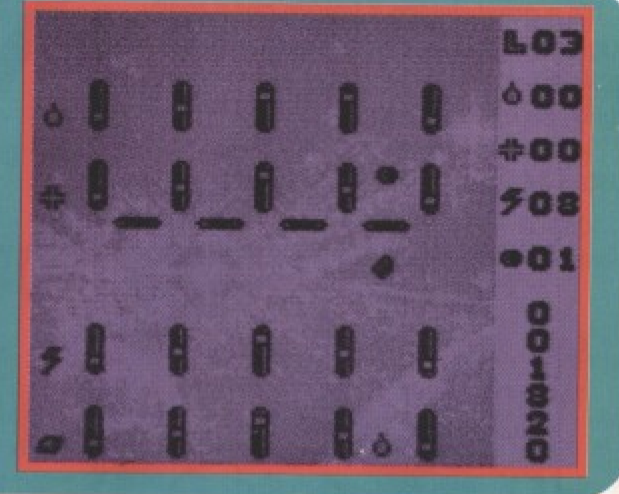
We want to know what gets on your nerves, under your skin and up your nose so send your entries in, accompanied by a drawing or photograph, to: THINGS THAT MAKE YOU GO HMMM, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW — best one gets a fab prize.

Power Balls

Now here's a bouncy little number out soon from those luverly peeps from Infogrames — it's *Pop Up* on the Game Boy and it's lookin' good.

Utterly basic graphics combine with great gameplay to produce a ball-bashing bundle of fun.

Avoid traps, pick up items and spring through hundreds of mazes to reach your goal. Full review next...



Cover book puzzle power!

See the fab, spiffy and brill book you got for free with this Ish?! Finished it yet? Or was it too hard for you? If you're one of those smarty types who cruised through the questions easily and are now wondering what to do for the rest of your life (or until the next N-FORCE comes out), don't despair.

After completing every single question, send your books back to us and you could win a fab, great, super smashing, better-than-stuffed-koalas Super NES console and a copy of hit game *Super Mario World*.

Just fill in the coupon below with your name and address, stick it to the book, and send both to us addressed to BRAIN-BOGGLED, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW to be in with a chance. And who said puzzles don't pay!!

Name ....

Address..

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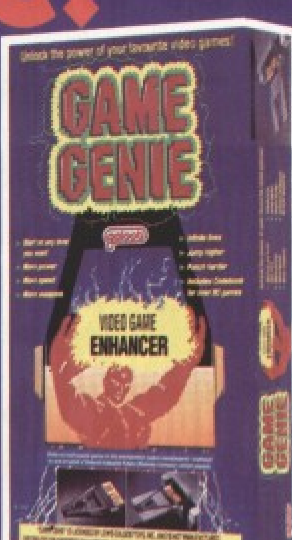
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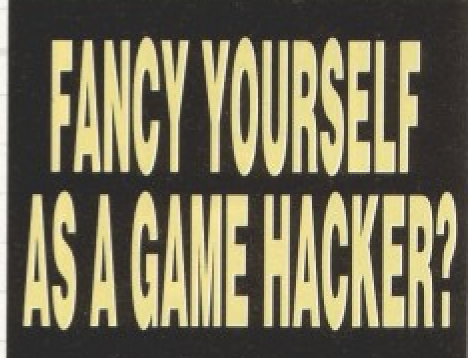

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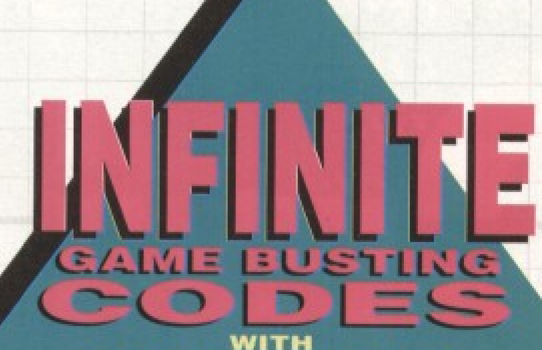
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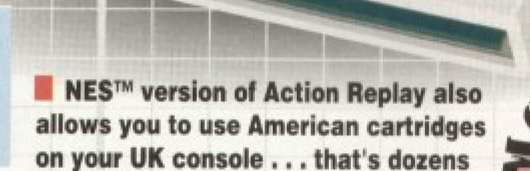


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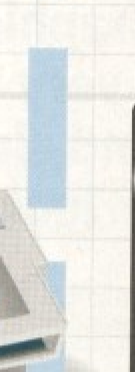






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Newspaper photographers being bitten by spiders — that's nothing. SHADES was once bitten by a fridge. Perhaps that's why he thinks he's so cool!

Spider-Man

NES Return of the Sinister Six

That web-slinging, tights-wearing, blue bottle-eating superhero has finally made it onto the NES! This is the game that comic book fans have been waiting for, *Spider-Man: Return of the Sinister Six*.

For this extra special adventure Spidey has been reunited with five of his arch enemies and his worst nightmare. Electro, Mysterio, Hobgoblin, Sandman, Vulture and Dr Octopus have all come out of retirement and are ready to do some damage.

> **"Graphics are very dark and sinister-looking"**

Crazy crooks

The slimy Dr Octopus has been plotting the icing on the cake of his criminal career — taking over the world.

Being a bit of a wimp he has to rope in his villain friends forming The Sinister Six. With all these super-villains together, no one's safe and no one's standing in their way (except our wall climbing handyman!)

Each super-villain has his own levels of mayhem taking plucky Peter Parker through sewers, suburbs and wild warehouses. The comic characters make up the end-of-level bosses with gun men and rats ready to sap energy all through the levels. The game comes to a climax in Dr Octopus' castle hideout with arms and legs everywhere!

To survive these crooked capers Spidey has a few tricks up his sleeve. He leaps high in the air over boxes and enemies, climbs walls, fires small webs, kicks, punches and uses his famed swinging web.

Arachno action

To fuel these arachnid antics there are piles of power-ups dotted about. Use special items like keys and bombs in specific locations, but capsules of web fluid are essential pick-ups.

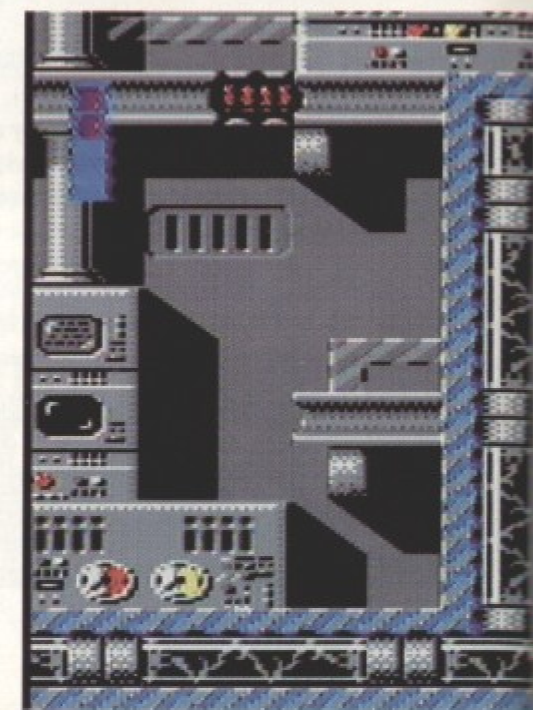
All the Spider-Man graphics are very dark and sinister-looking. There's lots of detail in the backgrounds and some excellent smooth animation on the web slinger himself.

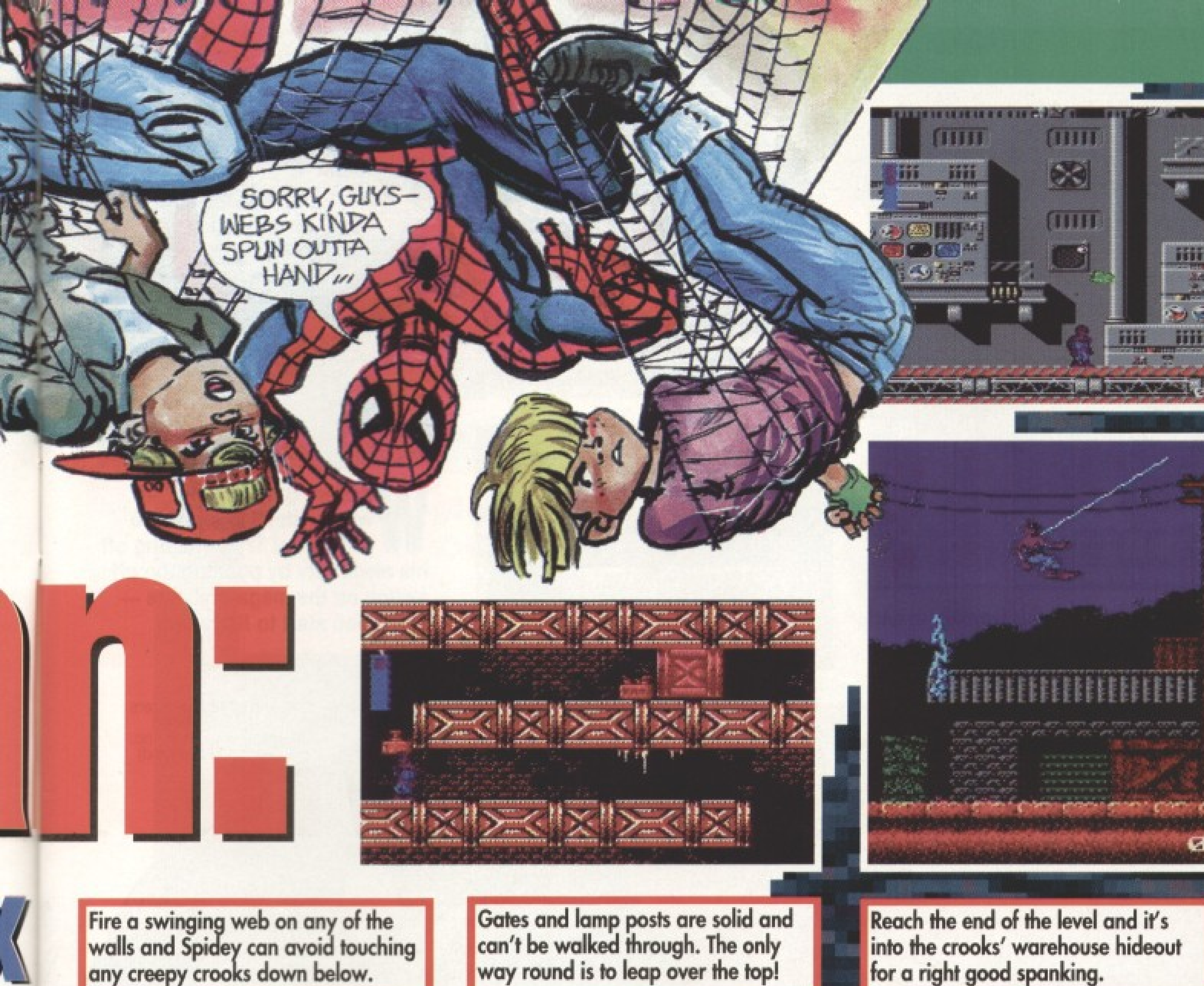
Spidey jumps, rolls and swings through the air perfectly — it's a joy to watch. The atmospheric music accompanying the action's great too!

The early stages have different types of gunmen to contend with. Some stand dead still and fire — they're so stupid Spidey can sneak up behind them and bop them on the head! Others flip around but by ducking, all their bullets miss.

Occasionally a huge gun turns up with real bone-crunching missiles — these can't be switched off but should be avoided. Some of the most annoying energy sappers are the rats! These little blighters are real kamikaze rodents. They jump from tall platforms onto Spidey's head, then nibble away! *Spider-Man: Return of the Sinister Six*



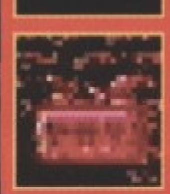


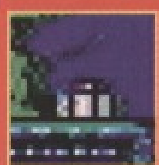


Spidey stuff

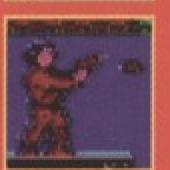

Big gun: these bullets are deadly so avoid them.


Detonator: has to be used with a bomb from a distance.


Bomb: place these near an object and detonate.


Web fluid: collect these to fire out small webs.


Rats: these rascals nibble anything in sight!


Gunmen: fire single bullets and are very stupid.

Fire a swinging web on any of the walls and Spidey can avoid touching any creepy crooks down below.

Gates and lamp posts are solid and can't be walked through. The only way round is to leap over the top!

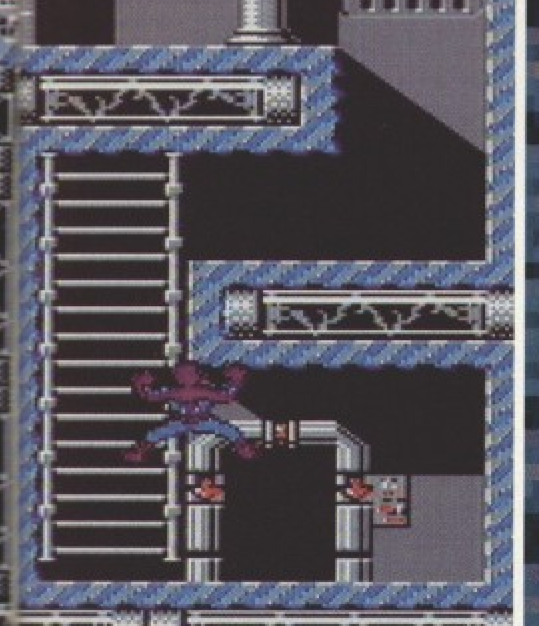
Reach the end of the level and it's into the crooks' warehouse hideout for a right good spanking.





Where's that damned webbed wonder? He's behind you!

Hero you may be but webbing off sides of maps is dumb!





Yippee! It's the webbed wonder making his debut on the NES and it's a stunner! Great graphics and animation abound in this platform beat-'em-up. I particularly liked the spunky web sling-'n'-swing move — excellent for getting out of those tight corners. The soundtrack's a bit of a let down but top quality gameplay makes up for it. My only quibble's the controls are a touch twitchy and take time to master. All in all though, good, quality action which lives up to the hype — just let down by a few minor faults.

GUNNS 84%



N RATING

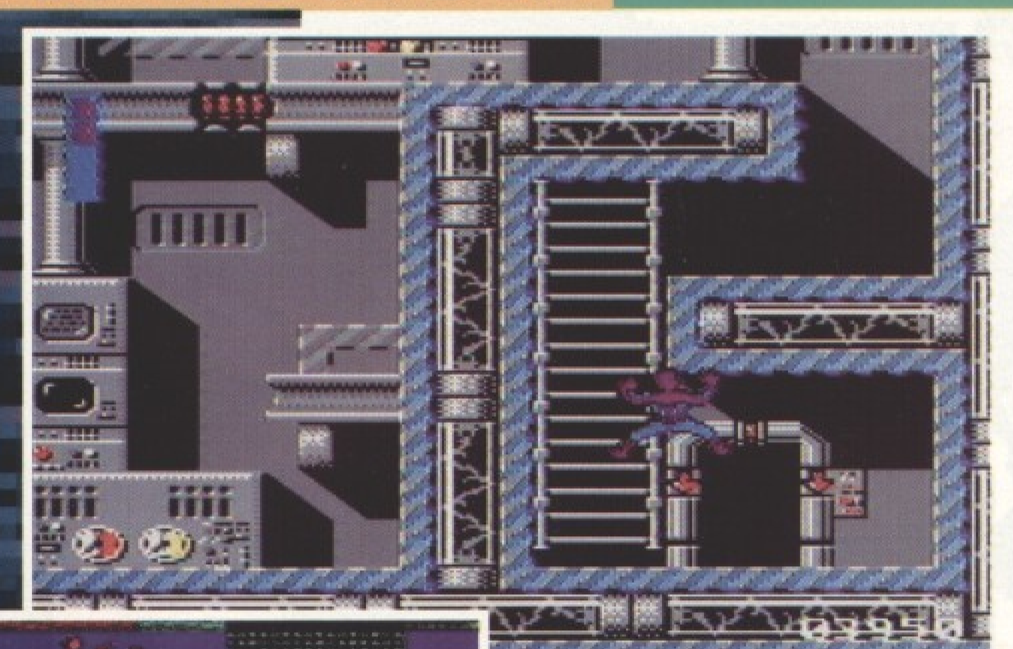
88% VISUALS
● Dark and sinister with some superb animation

85% SONICS
● Atmospheric music and gun shot effects

83% PLAYABILITY
● Mastering the web-swinging's tricky but fun

84% LASTABILITY
● The Sinister Six have enough levels to keep the webs flying

85% FORCE
● Spidey's first NES adventure, lets hope there are more!



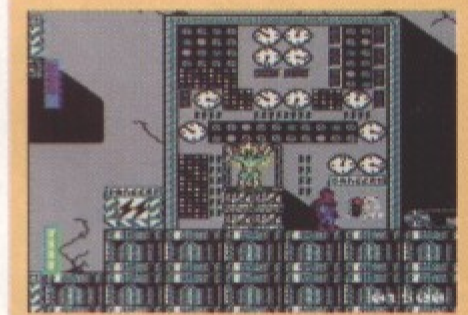
One wrong move in this warehouse and poor Spidey does the splits. It's a painful business being a super-hero!

has weaved a wicked web for all Spidey fans to fall into. The super heroes and villains are all just as exciting as in the comic books — with the added attraction that they move!

This first appearance of Spider-Man on the NES sets a high standard for other super hero games to follow. Don't flush this spider down the toilet, let him crawl all over you!

SHADES 85%





Wondering how to kill that wily ol' devil Electro? No problemo! Try switching off his electricity by pushing the off switch on the mega-machine — he'll soon start to fizzle out!



Happy Birthday Spidey!

Everyone's favourite web-slinging hero has celebrated 30 years of wall-climbing in Marvel comics this year. Included in the big birthday party were special bumper comics with hologram covers, trading cards showing all Spidey's worst enemies, posters and lots of classic cartoon strips.

Spider-Man first appeared back in 1962 when the Amazing Fantasy 15 comic wanted something weird for their last issue. The character soared to success, battling the original Sinister Six in his first annual.

If you didn't know, underneath the costume's a normal guy — Peter Parker. He became Spidey after he was bitten by a radioactive spider — it's a good job it wasn't a radioactive elephant! He's now married to Mary Jane — a TV soap star — and regularly visits his elderly Aunt May.

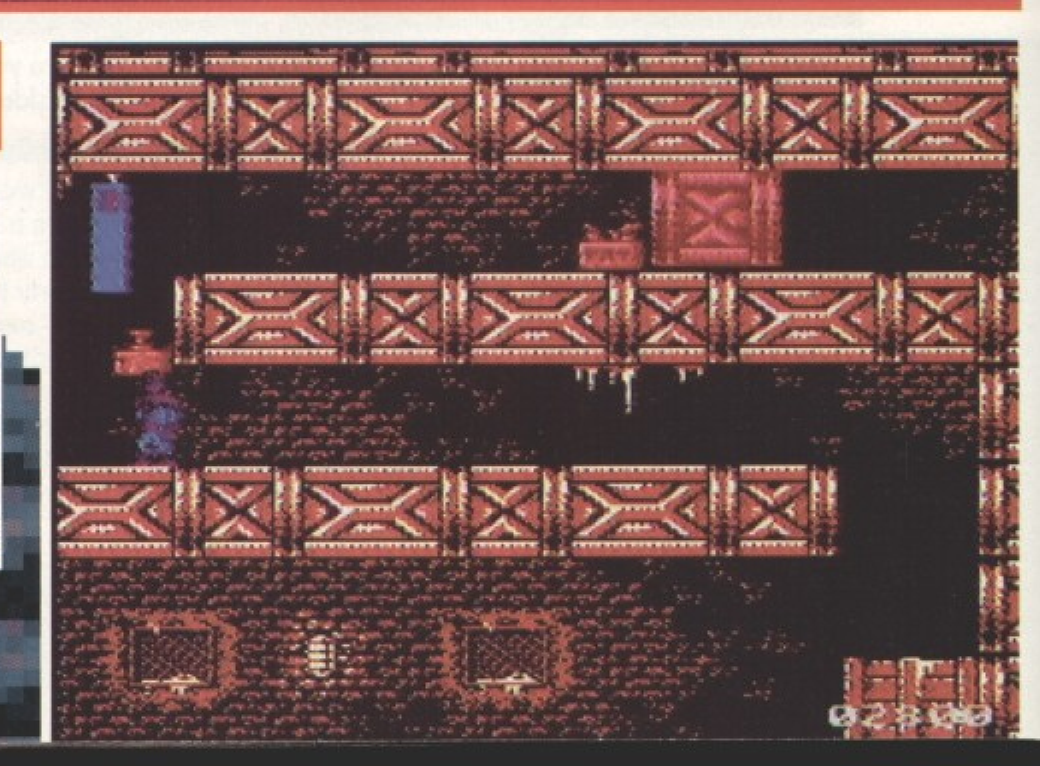


Whoops! Bad idea Spidey. You can't swing from mid-air! Silly fly scoffer!!

Watch out for the electric bolts. One zap and it's the big barbie in the sky!







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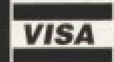
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Ed-lines

Hi y'all, how's it hangin'? Well, what a hectic month it's been — Mario teaching nobby PC users how to type, more cart releases than you can shake a stick at and the Big N taking a massive anti-rental stand. What do you lot think of this issue, by the way? I reckon rentals would be great and if we shout loud enough we might just get them introduced. It'd save us a wad of dosh and cut down on the number of drossy games currently slinking around. Drop us a line and let us know your views and keep those letters, pictures and poems pouring in to: ED-LINES, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Best one gets a mean prize.

Barmy boyfriend

I've just bought an NES off my boyfriend because he's bought a Sega Mega Drive.

I'd really like *Super Mario World* but I've been told you can only get it on the *snes*. Could you help me with this one as nobody else wants to know (round here they're all into Sega)!

By the way, I think your mag's great — keep up with the very good work!

■ *Candice Povey, Wrexham, Clwyd*

Nope, sorry, you can't get this Mario extravaganza for the NES, but you can get *Super Mario Bros 1, 2* or *3* which are heaps of fun.

By the way, how can you possibly stay with a man who's got a Mega Drive (spit spit?)!

■ *Ed*

Must be love

N-FORCE is the best mag for Nintendo players, but why can't there be just a mag only for the NES. There's one for the Game Boy and the SNES, but I've never seen one just for us brill people who own a NES.

Please could you try and do something about it, and make it clear that girls read games mags and have consoles. Maybe you could even get female staff to review the games.

■ *Lucy Glazer, Fordingbridge, Hants*

PS: I've fallen in love with Shades, he's just the coolest.

Well Lucy (great name), I reckon there's no dedicated NES mag cos there simply wouldn't be enough new releases to fill it. At least N-FORCE still covers 8-bit stuff (unlike other inferior mags) and fills you in on all the hottest happenings — so keep reading and you won't go far wrong.

As to your other comments, what the hell do you think I am — scotch mist!? I may be a bit odd but I was still a girl last time I looked and I want to make sure that more girls do get into consoles — don't let those fellas have all the fun!

As for falling for Shades, what can I say but offer my condolences, you sad, sad specimen!

■ *Ed*

Moaning Minnie

For Christmas I got an NES and seven games. My mam and dad stopped me getting new games and only let me get second-hand games, but by the time I phoned them they said they were sold.

■ *Steven Hunter, Cleveland.*

Tough titties (and learn to speak English proper)!

■ *Ed*

Keep it simple

Why don't Nintendo incorporate a junior game within the carts? My four-year-old nephew loves playing *Zelda*, but he doesn't get very far.

It'd be good to have a simple version especially for youngsters with maybe three easy levels in which to defeat Ganon. This way both children and adults could enjoy the same game.

The idea seems obvious and simple to me, but perhaps it would upset Nintendo's profits too much for their liking.

■ *Robert Charters, Castle Bromwich, Birmingham*

Ha — I reckon you just want an easy version for yourself — come on admit it!

There are different difficulty levels on most games — particularly platformy types and some, like *Big Nose The Caveman*, seem to be actually aimed at kids.

With adventure/roleplaying games like *Zelda* they're really just too complex to have different difficulty levels.

Interestingly, the N-FORCErs were struggling with *Zelda: A Link To The Past* and were helped out by a six-year-old who'd already completed it — so there may be hope for your nephew yet!

■ *Ed*

Console crazy

There was a console-crazy guy from Hertfordshire who owned a Mega Drive (spit, spit) with loadsa games, but something was wrong. He wanted more from his life. Much more. He wanted something slick and grey (ahem), something with a vast range of colours, something with style (unlike Shades).

Anyway, to cut a short story even shorter he sold the Mega, became Super and lived fiendishly ever after!

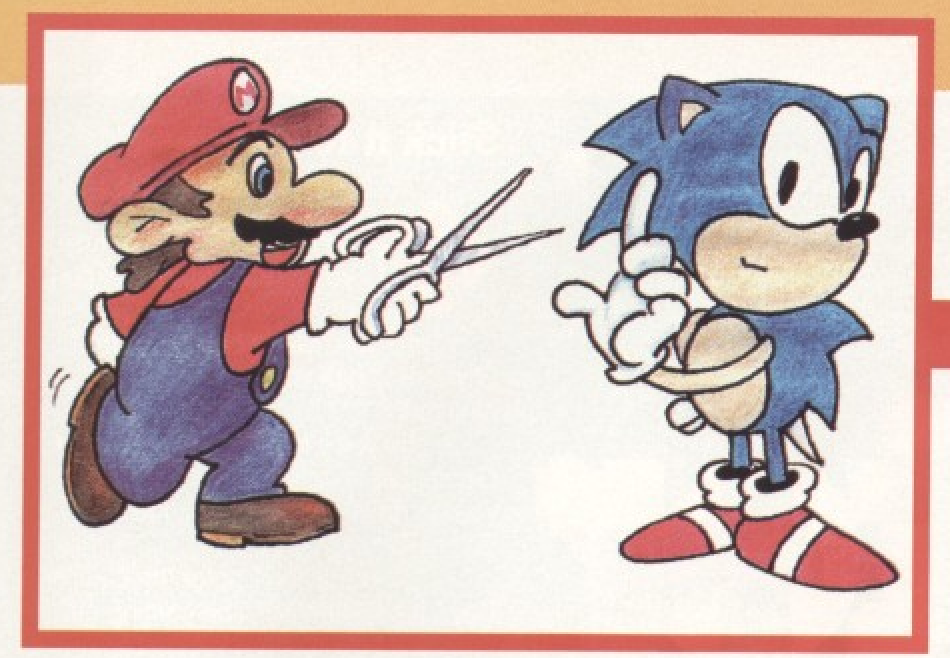
1. Does the SNES have more colours than the Amiga 500?

2. Does Nintendo have any plans for an *F-Zero II*?

3. Is there a converter which lets you play NES games on the SNES?

4. Will any of you be on the new series of Gamesmaster?

Please answer these questions and







ABOVE: Michael Taylor of Dagenham, Essex shows that it's a snip to beat that stupid blue spiky Sega thing into submission. Well done Mikey, there's a spiffy, totally brill N-FORCE T-shirt winging its way to you as we speak.

congratulations on such a hyper mag!
■ *Paul Chapman, Welwyn Garden City, Herts*

1. Only about 25,000 more!
2. No — but *Super Mario Kart* follows the same sort of format and is definitely worth a bash.
3. Not one that we know of at the moment — let's hope one's in the pipeline eh?
4. Yes, MOI! You can see Ed, in all her glory, wibbling on about *North and South*, *Sim City* and some PC specimen when the next series comes out this autumn — tune in and see, miss it at your peril etc etc etc!
■ *Ed*

Letter of the month!

Total washout!

I thought I'd write giving my thoughts about the magazine and its writers.

Okay, the magazine first. If I said it was much better than Total that wouldn't be much of a compliment. I don't like criticising people's hard efforts, but I can make an excuse, or two, for criticising *Total* and, to an extent, *Computer and Video Games* — the biggest being their patronising style of writing — please N-FORCE do NOT patronise your audience or you'll lose them. Treating adults like children isn't conducive to long-term sales.

The tone and style isn't bad and the layout's pretty nigh spot on. As for the staff, well, here goes nothing:

ACE: get a new nickname as well as a new photo.

ED: I don't want to be sexist but 'phwoar' perhaps covers it. Are you married?

GUNNS: should be Sad Bastard of the Month/Day/Hour every Month/Day/Hour. Doesn't he know that all that pseudo-macho crap is out? Get a life, son!

OZ: nice writing style, needs a little more authority though.

SHADES: as David Francie once said 'Oh dear, oh dear, oh dear'.

Hope I haven't upset anyone, except Gunns! Finally, I'd just like to say how good and great it was to read that MicroProse is supporting the SNES.

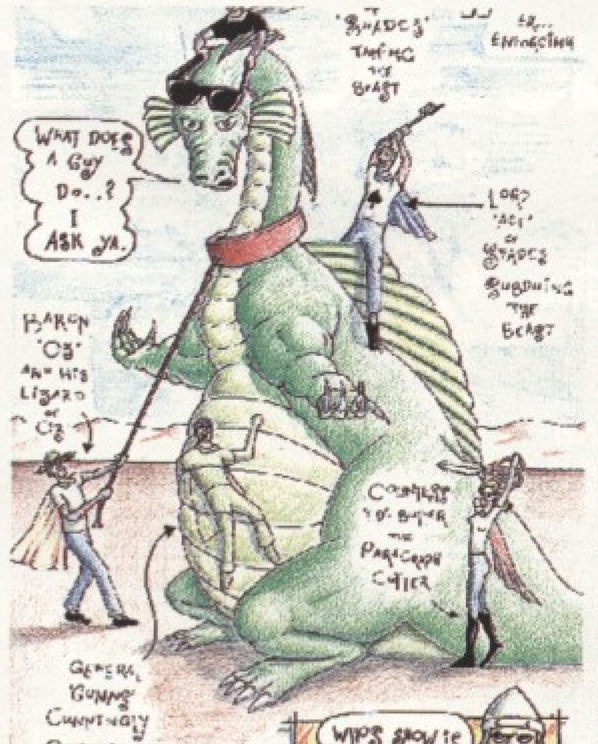
I've been a long-time fan of theirs, since I got my Amiga, and if they can transfer the realism from that to the SNES, then I'm sure both they and the Nintendo playing public will all be very happy indeed.
■ *Colin Mitchell, Ayrshire, Scotland.*

My dear Collie-baby, would we presume to patronise you, you sweet young thing?! Seriously though, if anyone tries to patronise me they get a severe case of tongue-lash so I wouldn't dream of doing it to others.

I'm one of those young, free, single peeps who's totally married to her job — so dream on honey.

Gunns thanks you for your sentiments and would like to introduce you to his very special friend, can't remember the name... Ugi or Uti or something... You really upset Shades — he actually blinked (but you couldn't tell cos he had shades on)!

We've had a quick butchers at MicroProse's *Super Strike Eagle* on the SNES and I'm sure you won't be disappointed.
■ *Ed*



Another T-shirt winner, Kristian Ambrose of Hertford, Herts, proves to the world that the N-FORCErs are a force to be reckoned with (above). And yes Shades, you do have to clean up that dragon poo when this is all over.

Below, the N-FORCErs enter *Super Mario World* courtesy of Jonathan Green from Stanwix, Carlisle, along with every other creature from every other Nintendo game by the looks of it — but don't we look great with 'tashes?

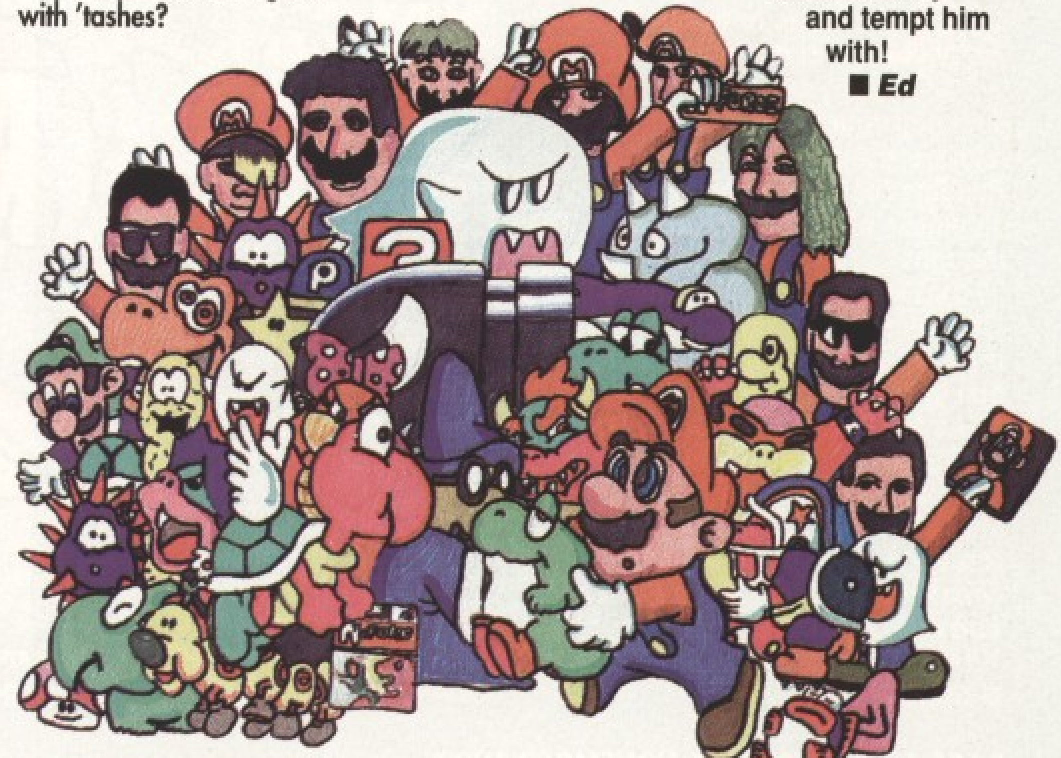
Ode to Oz

Have a poem:
Oz Green is a real git
He's the sort of guy I'd like to hit
His Aussie tone
Makes me moan and groan
With his didgeridoo
(I'm going to the loo)
And his bendy stick
(I'm going to be sick)
Good grief
Go drown yourself in a coral reef
You Aussies are all the same
I'd like to make you lame
You're a piece of cack
A right sad old act
But never mind
Someone must like your mindless drivel
Even if it is only a squirrel.

Sorry Oz, but I hate Minogue-lovin' geezers, they drive me mad.

Nice poem eh?
■ *Owain Jones, Machynlleth, Powys.*

Oh well done slap 'ed. Oz was so upset at your little gem that he's hanging upside down in the filing cabinet, gazing fixedly at his Kylie Minogue keyring and refuses to come out no matter how much XXXX and Vegemite butties we try and tempt him with!
■ *Ed*

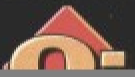


Shady Character

Your questions answered

Thanks to the huge response from last issue. I've had sackfuls of questions about SNES hardware, the N-FORCE team and someone even wanted me to answer their A-level history exam! Piece of cake! Anything you want to know about Nintendo products, software or gossip, drop me a line at: Shady Character, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Boy oh boy



I'd like to congratulate you on an excellent magazine.

Baby blues



I think N-FORCE is the best mag on sale! Although it's packed full of info, I have a couple of questions to ask:

1. In Issue Two I saw an advert about the new *Super Mario Land 2*. Can you tell me more about it please?

2. Where in London can I find *Solar Striker* on the Game Boy for sale?

3. When you review Game Boy games the pictures are always blue! Why?

■ *Isabella Dostal, London*

and more power-up abilities for our hero. All the graphics are bigger with more detail in the sprites, plus the cart has a battery back-up so players can save their position! It'll be released for Christmas.

When you can't find a game locally, try the mail order importers — there are phone numbers on ads and reviews throughout N-FORCE.

Blue screen shots when the Game Boy only comes in yellow! Yup, we tint them to make our pages look colourful. There's nothing worse th

Stick it to 'em



I'd like you to answer some questions because you're the greatest expert on Nintendo!

1. In *Super Mario Land 2* for the Game Boy can you use Yoshi the dinosaur?

2. I think it's good the way you put Game Genie codes in the tips, but will you do the same for the Game Boy Game Genie?

3. Is there a joystick for the Game Boy? If so when will it be coming out here and how much will it cost?

I think your mag's the best value mag for Nintendo owners!

■ *Steven Russell, Maidstone*



From the screenshots we've been sent on *Super Mario Land 2* it looks like Yoshi doesn't make an appearance. We'll have to wait for the game to confirm details.

We'll be putting Game Boy Game Genie codes into the tips section as soon as the add-on's released, you can send in your own too and maybe win a prize!

There's no actual joystick for the Game Boy but the Switchstix from Deekay (UK) sticks onto the joypad and provides a joystick-like control. Or there's a new Konix piece of

N-FORCE THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

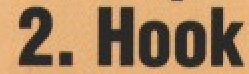
Virgin GAMES CENTRE

Chart Toppers

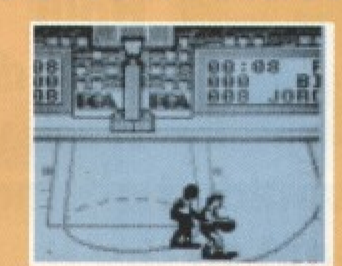
Here they are — this month's hottest and definitely sexiest Nintendo charts!

Feast your eyes on your monthly dosage of N-FORCE Chart Toppers, the charts that clue you in on the best-selling carts of the month. This is the page to read if you wanna know the people's pick of the carts, whatever you favourite format is — be it Game Boy, NES or SNES.

G-Boy



1. Super Mario Land
2. Hook
3. Terminator 2
4. WWF Super Stars
5. Bart Simpson's Escape...
6. Mega Man
7. Bill and Ted's Excellent Adv.
8. Boxxle
9. Jordan Vs. Bird
10. Paperboy



NES

1. Turtles
2. California Games
3. Mega Man 3
4. Rescue Rangers
5. Terminator 2
6. Super Mario Brothers 2
7. WWF Wrestlemania
8. Donkey Kong Classics
9. Star Wars
10. Flintstones





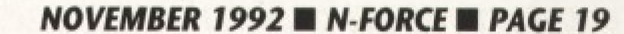
Give it to 'em Arnie — and don't be afraid to use that Uzi 9mm!

Game fiend ghetto!

Wow! What a response. You SNES fiends sure know what you like and what you don't. We've sorted out your charts and come up with your SNES top ten. So keep sending those SNES charts in to: IT'S THE TOPS, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE, SY8 1JW. Remember there's a super duper prize each month for the fiend who gets their chart closest to the official one. This month's winner is Andy Smithers from Kent. Congrats Andy, your T-shirt's bigger than the both of us...

1. Street Fighter II
2. Legend of Zelda
3. Super Mario World
4. Lemmings
5. Sim City
6. Addams Family
7. Super Soccer
8. Super Tennis
9. Pilot Wings
10. Krusty's...



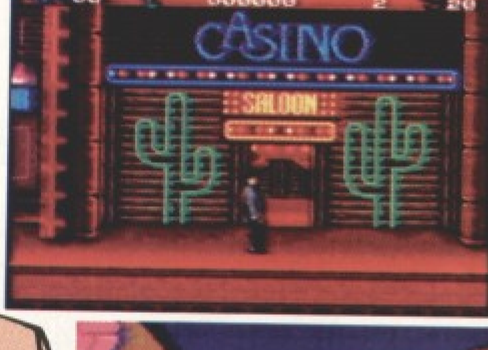


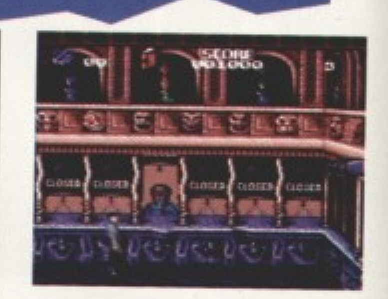




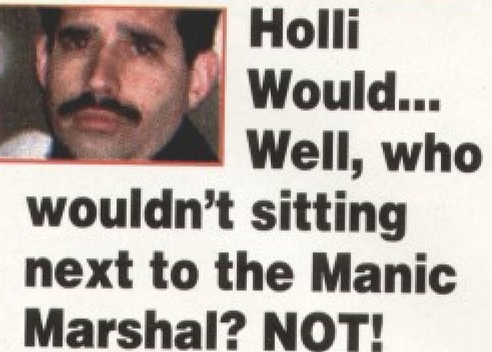
Who's been eating cheese then? Stepping into the strange dream world Jacko finds his cartoon creations are alive! Watch out for Big Mama.











Holli Would... Well, who wouldn't sitting next to the Manic Marshal? NOT!

Poor Jack Deebs. Artist, comic-book illustrator and ex-con, he's kept his cool in the slammer fantasising over a world he's created — a crazy patchwork quilt of heavy metal logos, cartoon characters punch drunk with attitude problems and backdrops out of a Disney film on drugs.

He thinks it's all a dream — but he's wrong and now the cartoon characters are going to show him just how wrong he is.

Jack gets sucked into Cool World — where safes and pianos fall from windows, buildings crumble at a touch and *everything* is pissed off to see a 'noid strolling around (humanoid that is).

That's everything 'cept the beautiful Holli Would — the hippest 'doodle' ever to slink on two sexy legs. She sings at the local nightclub and would love to get out of Cool World and back into the real world.

That's where you come in Jack — can you trust a smile built on a frame of blonde ambition and curves?

Getting wacked...

As Jack Deebs avoid muggers and dodge being wacked by the cartoons you created. You can jump a lot higher than in reality, and can stretch your arms out and smack 'doodles' from a distance.

Cool World doesn't just condone violence, it rewards it. Everytime you pummel a doodle you get a nickel — very handy cos lots of places won't let you through the door without a pocket full of moola.

It's also a good idea to put your stash in the bank Jack. Cool World ain't friendly world and there's plenty of muggers after your cash. Give in and they'll let you go — otherwise you better be prepared to fight or get wacked.

And another thing — Deebs ain't Michael Jackson, so don't strut around in one place. Keep moving around and you keep out of trouble.

Communicate with people via word balloons. The object's to avoid trouble (ie. getting killed), maybe hook up with Holli, see the sights on the side, and get the heck out of Cool World.

Slum and decay

Based on the hit movie, the game translates well. They didn't take the horrific and disgusting look of the original animation and turn it into bubble-gum and pink fuzzy bunnies. The SNES is perfect for rendering slum and decay — its graphic palette can handle some mean shading and texture techniques.

Characters aren't huge, but stand out without any problems from the background. Animation zips along right handily ma'am, plenty of frames give a smooth effect.

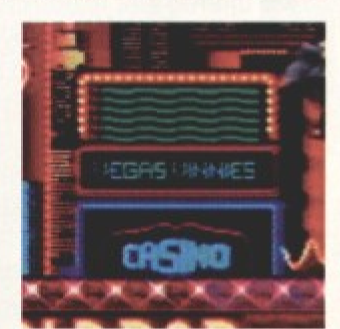


Cool W

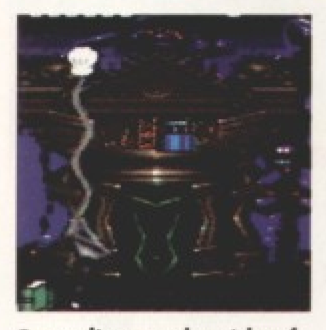


The local library's always a good place to find information. You can't really read a bunch of flowers though — give them to a girlfriend instead.

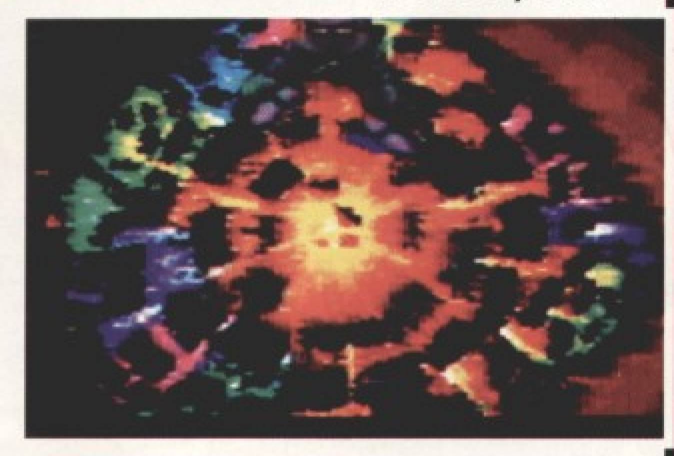




Gambling's a mugs game but gambling on the SNES is great — you don't lose any cash!



Grappling up the side of the library. This is one handy gadget!



Taking the plunge into the Cool World. Nice colourful place isn't it?

Nice touches show attention to detail — like the obnoxious black exhaust of taxis.

Movie becomes cartoon, cartoon becomes video game, video game becomes fun. That's *Cool World* flat out.

Cool World for the SNES by Ocean of America



World

FORCEFAX



Get inside the nightclub, cos that's probably where the sexy Holli Would is going to be hanging out. Just watch the bouncer at the front door cause he ain't going to like you much!

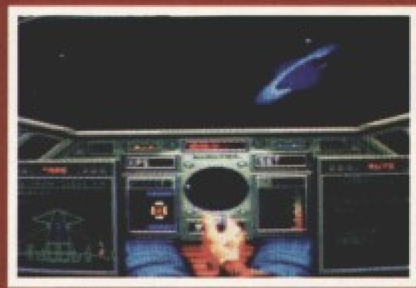
Wing Commander



Strap on yer bone dome and prepare to take to the galactic spaceways as you take on the role of Wing Commander in charge of the Tiger's Claw Squadron.

Your mission: to free the universe of the evil Kilrathi empire. Tackle this momentous task in individual sorties or as an on-going campaign of immense proportions.

With stunning graphics and gameplay featuring interactive communication with other elements of your forces, this has all the hallmarks of a winner. Available November from Mindscape.



Grab that joypad and fly that baby! Hold on, I think I've got a fax coming through!

Action in New York

NES



Apparently living in New York's exactly like this! We know because our man Marshal lives there and he said so! Poor soul.

Oops! It's the 21st Century and our planet faces certain destruction from yet another bunch of aliens led by the foul Malmort.

Hang on, this plot sounds remarkably familiar… but anyway, this is a fast shoot-'em-up for one or two players with a simultaneous action option and spread over five fantastic worlds. Could be a knobbler so keep your eye out for it — out in October from Infogrames.

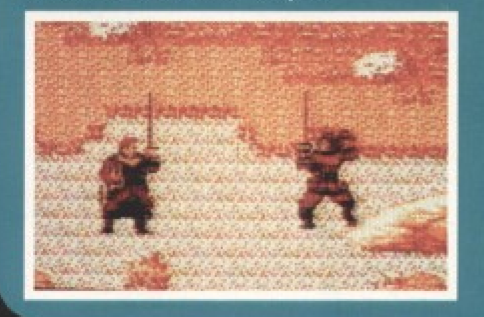
Robin Hood: Prince of Thieves

Pull on yer green tights and stretch that longbow in preparation for *Robin Hood: Prince of Thieves* on the Game Boy.

The NES version was pretty dire, but this looks to be a great game — just goes to show the green screen's a match for any other 8-bitter.

Wander through the zillions of levels — dungeons, forests, castles and towns — picking things up, bashing baddies and saving princesses until the final showdown against the evil Sheriff of Nottingham.

The gameplay's identical to the NES but graphically and sound wise it scores much better. Available in October from Mindscape.





It's our mate ugly Kev, Ed found the game really disappointing because the character looks nothing like her hero!

Desert Strike



Bomb the enemy base and save the hostage — all in a day's work!

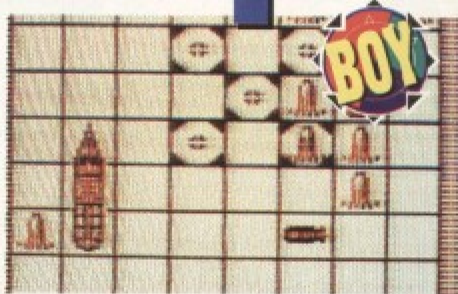


It's time to go nasty-fascists-with-moustaches bashing with this hot SNES offering from Electronic Arts — *Desert Strike*!

As a crack Special Forces pilot, guide your copter to rescue hostages, bomb baddies and build a sandcastle if there's time!

So far, this strategy-based shoot-'em-up's looks a sure-fire winner — full review coming soon!

Battleships



It's that great game with ships and bombs, but where's the Vimto?



'Ere, you've sunk my battleship!' How often have we heard or uttered that fateful cry?

Well now you can enjoy the fun and frolics only normally found by lobbing 16 inch naval shells at each other, cos this classic board game's making its debut on the Boy.

Use your harpoons, radars, freights and submarines to outwit the computer or a mate (difficult in one-player cos the damned computer always seems to have more shots than you).

Basic graphics and sound don't detract from this great family game. But whether it's worth paying loadsa dosh for a game you can play just as easily on a flat board is debatable. Available in November from Mindscape.

Gods





Hercules may have had 12 tasks (cleaning the Augean stables an' all that malarky) but his 13th has got be his toughest.

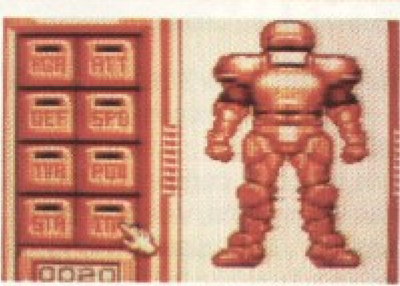
Will it be unlucky 13 for the big guy from downtown Olympus, son of the big cheese himself — Zeus, (can he chuck a lightning bolt or what)?

Find out with this classic conversion of *Renegade* as he battles through the many levels of the house constructed by the other Gods to thwart him.

Top-notch graphics and gameplay make this one to look out for. Out in November from Mindscape.

Speed Ball 2





Red 44, red 44, hut, hut — CLANG! Yes, these are the sounds of American football as you've never heard them before.

Now metal men take the field and bang helmets in this futuristic green screen thriller from Mindscape.

Build up your killer team — the Brutal De Luxe — with attributes for speed, aggression or defence, from the loaded option screen to create the hardest, meanest bad arses in the league.

Take on teams like the Raw Messiahs or the Revolvers in Knock Out, League, or Cup matches in this futuristic, fast and furious fight to the finish. In the shops from November.

Miner 2049er



Oh my darlin', oh my darlin', oh my darlin' Clementine and all that stuff heralds the arrival of *Miner 2049er* on the Game Boy.

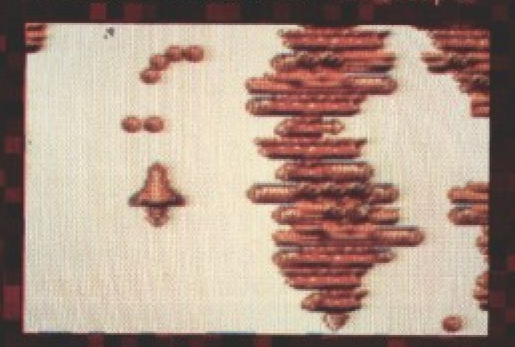
Swing that pick as miner Bounty Bob to escape from the mine shafts — fall off a platform and you're history, fail to walk on every piece of platform and you're a goner or run out of time and you're dead meat!

Avoid mutants and vacuum tubes while using transporters, slides and power-ups in this highly frustrating but well addictive offering from Mindscape — out now.

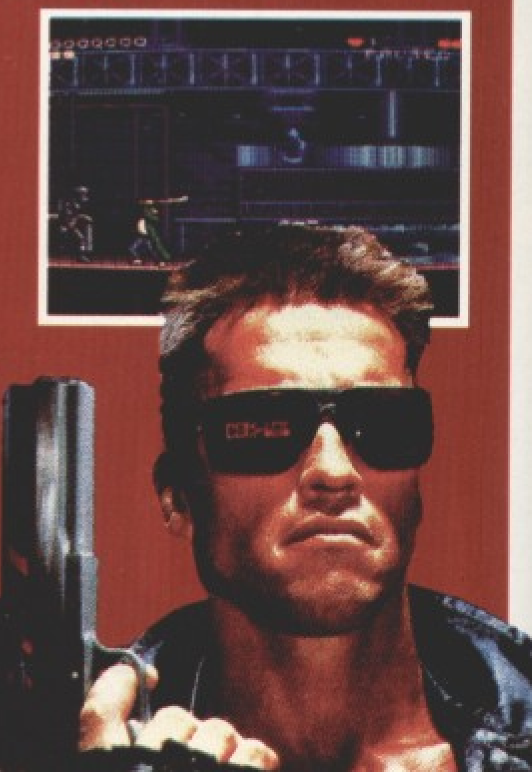
Xenon 2

Blasta, blasta, blasta! Look out for fun on your Game Boy later this year cos that's when *Xenon 2* hits the shelves.

Loadsa action-packed levels for you classic shoot-'em-up fanatics — neat sounds and utterly basic but serviceable graphics make this one to keep an eye out for, just in case. Available in October from Mindscape.



Terminator



He's back! Well in fact he's never been away cos this is Arnie's first outing on the SNES as a T-800 Cyberdine Systems series 101 infiltration unit (skin job to you guys).

Terminator is a multi-level, parallax scrolling beat-'em-shoot-'em-an'-generally-maim-'em-up in the best tradition, while still remaining faithful to the film. There's no shortage of action here for Arnie fans.

The quality of the graphics along the six levels, including two neat driving sequences, has to be seen to be believed — so stay tuned for the full review. Available November from Mindscape.


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The Yank Tank!

It's that time again folks — more 'mericanisms than you can shake a stick at. Here's the MANIC MARSHAL to fill you in on the hottest goss from across the water...

A lethal mixture

Ocean's known for taking movie titles and turning them into great computer games — that's just what they're doing now for the SNES.

You're already seeing *Cool World* this issue (page 20), and next month we'll be bringing you previews of two other hot new titles — *Lethal Weapon* and *The Addams Family 2: Pugsley's Scavenger Hunt. Lethal Weapon* has you taking the slightly off cop Riggs through screen after screen of animated action and violence — with multiple missions and plenty of bad guys to wack. It's based on all three movies — so you know it's gotta be jammed with stuff to do!

Addams Family 2 is a bit off beat as well — it's based on the new cartoon show just starting in the States, taken from one of the episodes yet to be seen here.

Pugsley's in plenty of trouble — platform-action type and more — and must brave the horrors and bizarrities of the Addams Family abode in search of specific objects.

The graphic power and strength of the SNES is used to the max here. You wanna see what we mean, then better buy the next issue!



Pugsley's in trouble in the bath and only you can save him in this splashing *Addams Family* adventure (above).



It may not look like it, but that little bloke to the left with the gun in his hand is Mel Gibson, blasting away in the action-packed *Lethal Weapon.*

Trekking around...

Star Trek is kinda like the *Three Stooges* — you either like it or can't stand it. We've mentioned the Spectrum Holobyte SNES version before — it's still slated to appear early next year.

The process from creative design to finished product's taking a bit, since Paramount Pictures (who own the rights) has to approve each step — along with all the other execs in line. But to whet your appetite before the inevitable preview, here are a few screens of the work in progress.





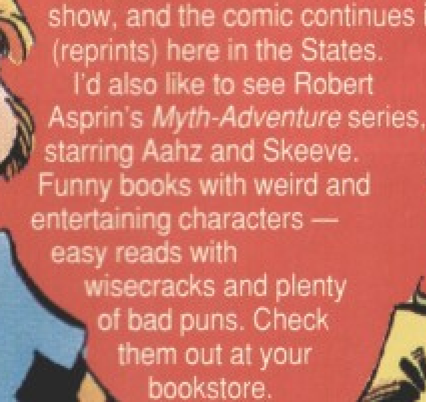


Game guessing again

It's pretty easy to guess many of the up-coming games — just have a look at some of the stuff on TV and in the movies at the moment. It gets pretty predictable after a while. Now if it was up to me, I'd pick titles from areas other than TV and film — sci-fi books.

Lone Wolf and Cub is the sensational Japanese comic featuring the Ronin fighter and his young son out on the road to hell in medieval Japan. Movies have come out, there was a Sony-sponsored television show, and the comic continues in re-runs (reprints) here in the States.

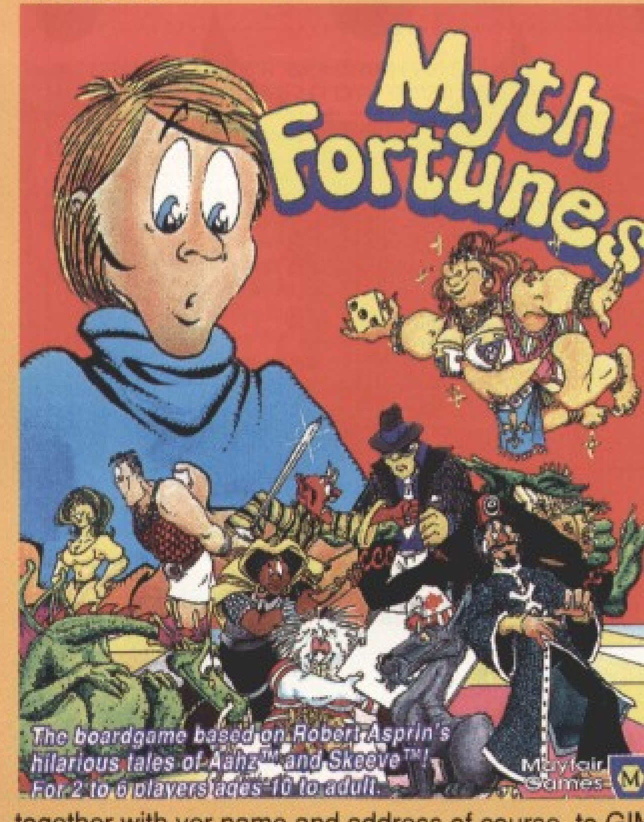
I'd also like to see Robert Asprin's *Myth-Adventure* series, starring Aahz and Skeeve. Funny books with weird and entertaining characters — easy reads with wisecracks and plenty of bad puns. Check them out at your bookstore.



Fantastic Fortunes!

The good folks at Mayfair Games have given us a copy of the board game *Myth Fortunes*, based on the books, to give away to one lucky N-FORCEr.

Win! Win!



For two to six players — it's a bizarre looking land with dice, cards and all kinds of plastic bits. Now's your chance to cross wits with a Pervert, er - make that a Pervect!

All you need to do is answer the question below and send it in, together with yer name and address of course, to GIMME A BIG BOARD AND I'M 'APPY COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Question: Who is the author of Myth Fortunes?

Promotional consideration provided by Mayfair Games, Inc.]

Fair game...

Telegames is looking at making a hand-held console similar in design to Nintendo's Game Boy. The portable (which comes from Taiwan) has a large 3" diagonal screen with a green image. Controls are similar to what you expect, there's a headphone jack (stereo), and 'AA' batteries run the whole thing.

Rumours are that it would retail for less than $50 (£25) with the cartridges coming in at a retail of under $20 (£10). The carts aren't compatible with Game Boy but you knew that, right?

Very techy!

Sony just perfected a new technique for putting three times the info on a CDROM. It uses a blue laser — smaller beam than the ones used today — so it can 'compact' and read data better. A few years off, and it means junking conventional CDROM players.

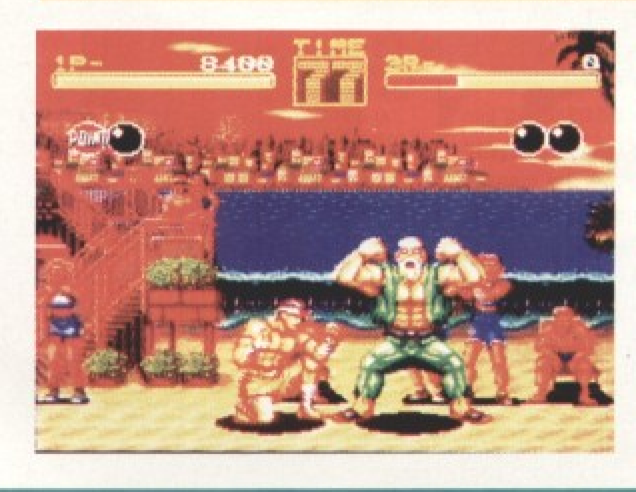
You want videophones — okay, here's another coming up. Dictaphone's Future Phone has got a keyboard with headset built in, voice recognition and clear panel display. The panel becomes opaque to display messages from the computer end, answering machines, video from a call or multimedia use. And of course everything's handled by wireless transmission — no messy wiring here.

Like really cool stuff? Then check out the latest Casio LCD colour TV for the car. It pops on the seat for viewing in the back (too dangerous for the driver, natch), gets power from batteries, and is mod looking for sure. Costs a bundle too — but high-tech ain't ever cheap!

Them's fightin' words!

You may have heard that Takara Corp. got the Neo-Geo license for converting and producing NEO games to SNES format. Well, they're due soon — and they look great. The first title's *King of the Monsters* (featured this issue on page 66) — fighting these terrible beasts is a treat.

Then there's also *Fatal Fury* — a hot variation of the *Street Fighter* type with great animation and 'tuf moves. You'll be seeing this one soon, but here's a quick look at what to expect.

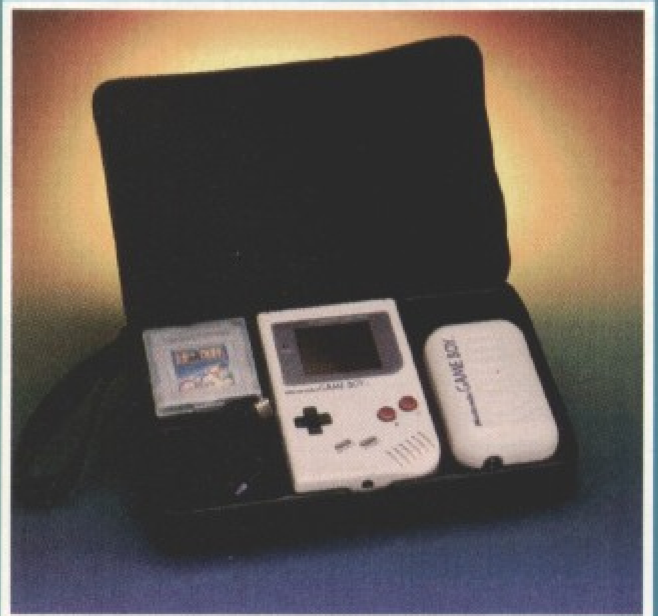


With a set of biceps like that, who's going to tell this dude that he looks damn silly in a poncy green vest. Not me, that's for sure!

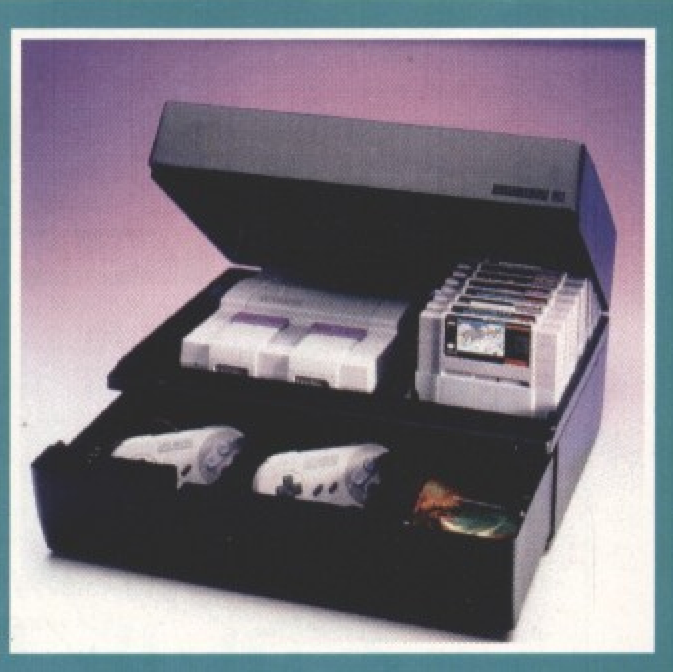
Handy bags

Sick of those damn cables and crap that has become your games area — wires lying around, carts everywhere. Stinks, but who's gonna bother cleaning up just to take everything out to use it again?

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Spider-Man, Spider-Man, does whatever a spider can. Now you can join in with spidermania courtesy of Acclaim. All you have to do is answer the three questions and fill in the tie breaker and you can win one of these marvellous, magnificent, wonderfully splendid, rather nice prizes.

1. An all-expenses paid trip for two to meet the webbed wonder himself — Spider-Man — who's visiting his London web in November.

2. Two tickets to the Future Entertainment Show in November to hob nob with the software bigwigs and watch the best gamesplayers of them all battle it out in the finals of the National Computer Games Championship — recorded for ITV's new computer games show *Bad Influence*.

3. As if that wasn't enough, ten lucky runners-up will each receive a copy of *Spider-Man: Return of the Sinister Six* for the NES.

Join in the Spider-Mania and answer these easy peasy questions!

1. How old is Spider-Man this year?

2. When did Spider-Man make his first appearance in print?

3. Who is Peter Parker married to?

Tie breaker

Say in no more than 20 words:
Spider-Man can do whatever a spider can because…

Answers on a postcard to:
I'M A MANKY FLY COMPO, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE, SY8 1JW.

Entries to reach us by 12 November. Don't forget the Editor's decision's final because she says so and that's good enough for me.

Screeming blue murd

With ukulele in hand, and boomerang in his pocket, OZ spends a day in London with a band, a Game Boy and a flock of pigeons...

Life's just full of coincidences… There I was the other day strolling through Soho Square in London dodging the kamikaze pigeons when I see the two of them fighting over a Game Boy.

This girl with blonde hair's got a tight grip on the ol' green screen while her foot's planted firmly in the stomach of some poor blighter trying to wrestle it back off her.

Being the type of guy I am, I sauntered over to see if I could sort the problem out.

Hang on a sec — the two of them look mighty familiar. 'Aren't you guys in some Czechekoslovakian string quartet?'

'NO!' she shouts as she flings an empty *Tetris* box at me. 'I'm Lucia, he's Sean, and we're in Sunscreem.'

Ahh… that new dance band floating around in the charts a little while ago. What was the name of the song?

'*Love U More*,' she says, eyeballing me coolly while crunching through line 50 in *Tetris*.

That's the one. Went to 23 on the national chart. Pretty boppy tune, if I remember correctly. So why aren't they out signing autographs and riding around in limos instead of sitting in Soho Square and tugging on the end of a Game Boy.

'Funny you should ask,' he says, snatching the Boy off her and pounding through line 85.

'When you're in a band, there's a lot of travelling — that's where the Game Boy comes in.

'Some games are so addictive, like *Super Mario Land*, you can't stop playing them.'

But hold your horses — haven't I heard all this before? Aren't those sensational Australian singing sisters, the Minogues, great fans of the ol' Boy? Don't they ring each other regularly to compare scores.



Above: Sunscreem's vocalist, Lucia Holm, gives the ol' Green Screen a serious bashing as drummer Sean Wright looks on!



Left: It's just a wonderful magazine — but what does the 'N' stand for?!

'Okay, so maybe it's true,' she says, pouncing on Tetris and hammering out line 100.

'I've been told before I sound a bit like Kylie. I s'pose we are a little bit poppy…'

Somehow I just couldn't see these two doing the Locomotion. So let's get serious. Fave games?

'I'm a Mario fan, or anything with great graphics,' he says. '*Battletoads* is good, so is *Dragon's Lair*.'

Lucia's a *Tetris* fan (what is it with female singers and falling blocks?!)

'I think I just like organising things,' she replies. 'I don't like death and destruction.'

So what else do these guys do when they're not fighting over a Game Boy under park benches in London?



rder!



A Game Boy, a copy of *Tetris* and sunny day in the park — what more could you ask for?

The fact file...

Sunscreem, formed in 1990 in Essex. Music includes college, dance and rave.

Members are Lucia Holm (vocalist), Darren Woodford (guitarist), Paul Carnell (techno-head), Rob Fricker (bass player), Sean Wright (drums), dancers Tony and Baz and DJ Dave Valentine.

Started on Spectrum ZX80 playing to tape. First live show was illegal rave in Hackney, London.

Singles include *Walk On*, *Pressure*, *Perfect Motion* and *Love U More*, which reached 23 on the national chart and was number one on the club charts for several weeks. Planned album in January.

'Well, we do have a Sega Mega Drive on the bus…' she says coyly.

A Mega (spit) Drive (spit) of all things! Eeurghh! And I thought we were getting on so well. See ya guys…

I take one last look back. He's making a paper hat out of the latest copy of N-FORCE, she's waving a 110-line *Tetris* score about her head, and there's this nasty mess right in the middle of my note pad.

'Damn these bleedin' pigeons!'

12 inches to give away!

Win! Win!

We've got a big treat for you dance-crazed game-playing fiends out there. There are five of Sunscreem's latest 12" singles to give away to lucky N-FORCE readers — all you have to do is write down the answer the extremely difficult question below and send it in to GIMME THE FULL 12 INCHES COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. First five correct entries out of the skip win.

What's the name of Sunscreem's lead singer?

Hyper-Zone

There's something fishy going on here, and we're not referring to the chip shop up the road. We're talking about the old fisherman's tale — y'know the one that was so massively huge that got away (funny there's no proof). Same thing with your so-called high scores — what a load of old haddock most of them are. Oh well, keep sending us your great triumphs anyway — your whale-sized achievements give us a scream a second. Sock 'em to us, with a photo, to: HYPER-ZONE, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Best one each month gets a fab N-FORCE T-shirt.



David Weston, of Sidemoor, Worcs, is pictured here modeling the latest in football fashions — what a sad git! We're sending you an N-FORCE T-shirt to try to improve your wardrobe David...

SUPER MARIO LAND ■ GB ■
Phillip Siannos, North Victoria, Australia
completed.
Maninder Sall, Forest Gate, London
completed with 42 lives.
Wesley Hayward, Newport, Isle of Wight
completed.

WWF SUPERSTARS ■ GB ■
Phillip Siannos, North Victoria, Australia
completed all wrestlers.

SKATE OR DIE ■ GB ■
Phillip Siannos, North Victoria, Australia
completed.

MEGAMAN 2 ■ GB ■
Jonathan Roe, Thorpe End, Norwich
completed.

TINY TOONS ■ GB ■
Jonathan Roe, Thorpe End, Norwich
completed in 1 life.

TETRIS ■ GB ■
Jonathan Roe, Thorpe End, Norwich
score: completed level 95 high.
Andrew Gorman, Grantham, Lincs
score: 18,299
Rob Webster, Shirley, Southampton
score: 67,698 points from 107 lines on level 10.
Jonathan Roe, Thorpe End, Norwich
score: 100,710
Wesley Hayward, Newport, Isle of Wight
completed, high five level nine.
Dominic Ad, London
132 lines.

REVENGE OF THE GATOR ■ NES ■
Wesley Hayward, Newport, Isle of Wight
score: 799,990

MICKEY'S DANGEROUS CHASE ■ GB ■
Wesley Hayward, Newport, Isle of Wight
completed both (Mickey & Minnie) characters 48 lives left.

STREET FIGHTER II ■ SNES ■
Jon Hassall, Bognor Regis, W Sussex
completed, level setting 6.
James Punford, Wakefield, W Yorkshire
score: 1,823,821 on difficulty level 5 (completed)

TOP GUN: THE SECOND MISSION ■ NES ■
Miss Asha Kumari, West Midlands
score: Mission One completed, score: 31,200

TERMINATOR 2 ■ GB ■
Maninder Sall, Forest Gate, London
completed.
Dominic Ad, London
completed.

F1 EXHAUST HEAT ■ SNES ■
Gary Smith, Basingstoke, Hants
won championship with 145 points.

TOP GEAR ■ SNES ■
Gary Smith, Basingstoke, Hants
completed professional level.

SUPER MARIO LAND ■ SNES ■
James Pumford, Wakefield, W Yorkshire
score: 1,756,990, 99 lives left.
Phil Duckett, Halesown, West Midlands
Finished in four days from purchase.

F-ZERO ■ SNES ■
James Pumford, Wakefield, W Yorkshire
score: 31,400
Phil Duckett, Halesown, West Midlands
score: 43,400.

WWF SUPER WRESTLEMANIA ■ SNES ■
James Pumford, Wakefield, W Yorkshire
Beat all wrestlers on 'difficult' mode.
Phil Duckett, Halesown, W Midlands
Finished all options.

SUPER TENNIS ■ SNES ■
James Pumford, Wakefield, W Yorkshire
won women's circuit, 400 points.

BATTLE BLAZE ■ SNES ■
James Pumford, Wakefield, W Yorkshire
completed in one day.



Peter Smith (9) of Bearsden, Glasgow, about to devour an entire Game Boy in one mouthful.

WANTED — The man with no name

KICK OFF ■ NES ■
Mark Simpson, Newark, Notts
score: England vs Scotland 12-3.

DUCK HUNT ■ NES ■
Mark Simpson, Newark, Notts
Round 99.

ADVENTURE OF LINK ■ NES ■
Mark Simpson, Newark, Notts
completed with all three lives.

TURTLES 1 ■ NES ■
Mark Simpson, Newark, Notts
completed with all four turtles.

SOLAR JETMAN ■ NES ■
Mark Simpson, Newark, Notts
completed with all four lives and 972

YOSHI ■ GB ■
Jonathan Roe, Thorpe End, Norwich
score: 134,25, level ten, 44 eggs.

TURTLES ■ GB ■
Jonathan Roe, Thorpe End, Norwich
score: completed with one turtle.

BATMAN ■ GB ■
Jonathan Roe, Thorpe End, Norwich
completed with one life.



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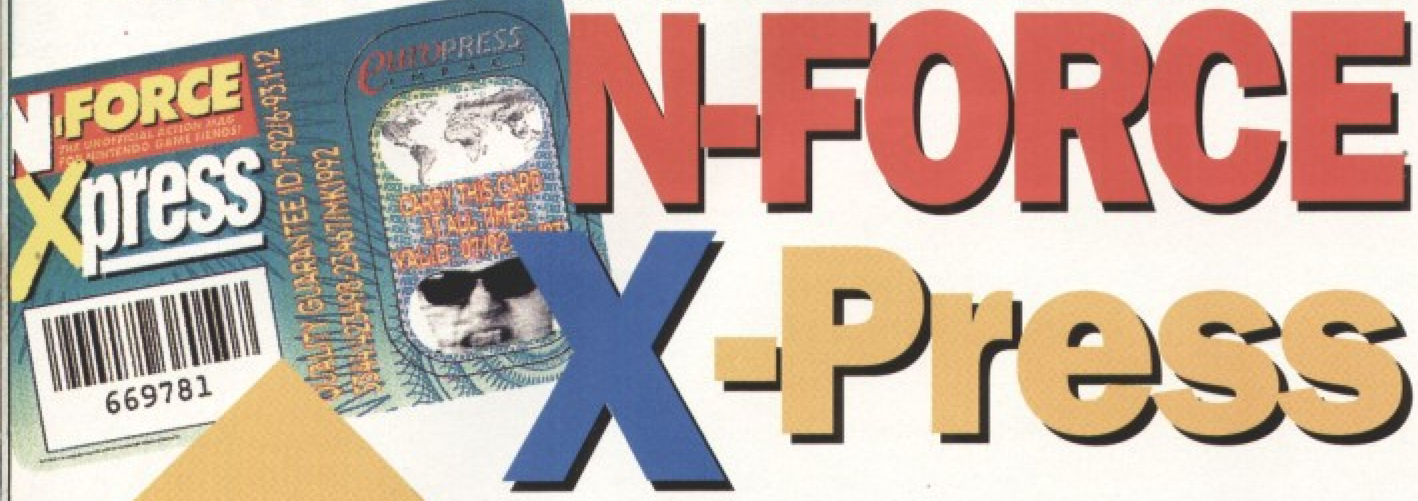
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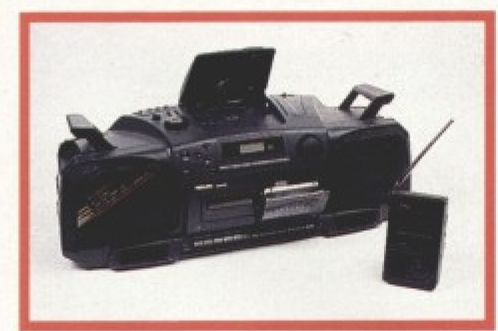


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Beckoning bunk



Fore! Grab yer tin hats and take cover in the bunker as GUNNS an' SHADES take a swing at three of the latest SNES golfing releases...

Waialae (Why-ah-lie) Country Club

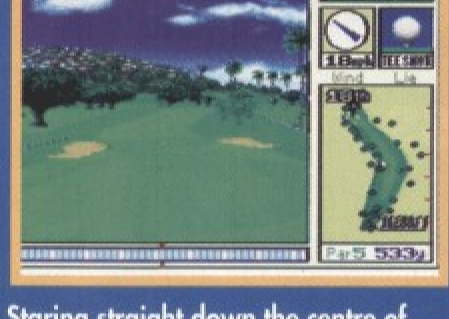
By T and E SOFT



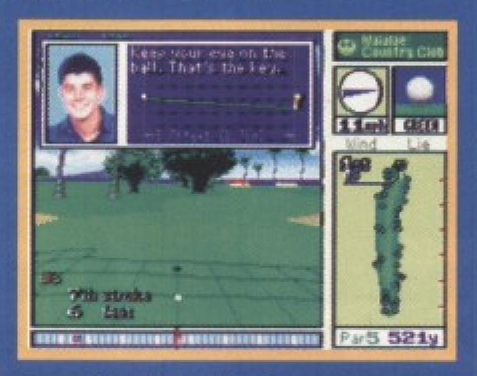
Pack yer clubs cos we're off to sunny Hawaii to play a round at the Hawaiian Open course in the shadow of the Honolulu hills. *Waialae* is one of the *True Golf Classics* series, which are without doubt the best golf games currently available on the SNES. Because the courses have been lovingly recreated from original blueprints — you actually get the feeling of being there. Every tree, bush and bunker are exactly where you'd find them on the course. The range of views, shot selections and digitised graphics are excellent!

GUNNS

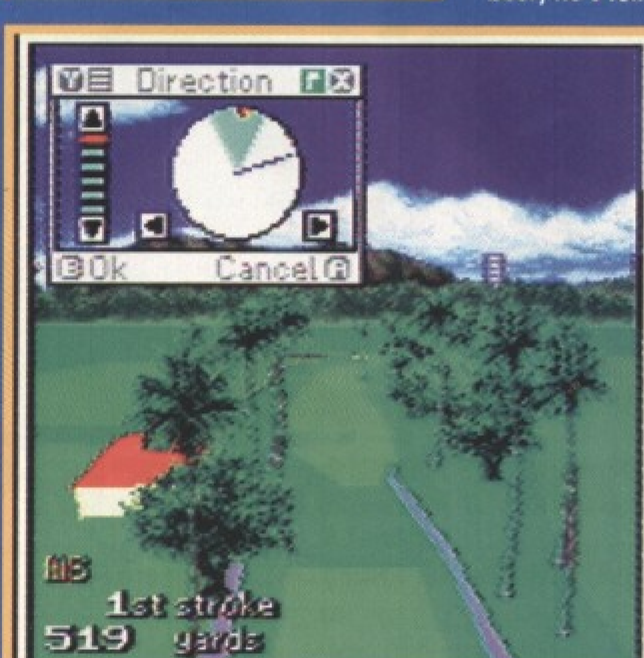
94%

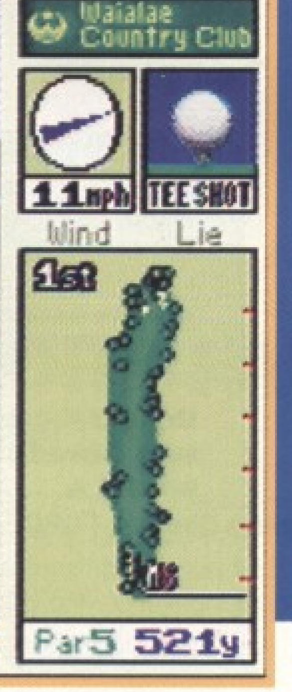


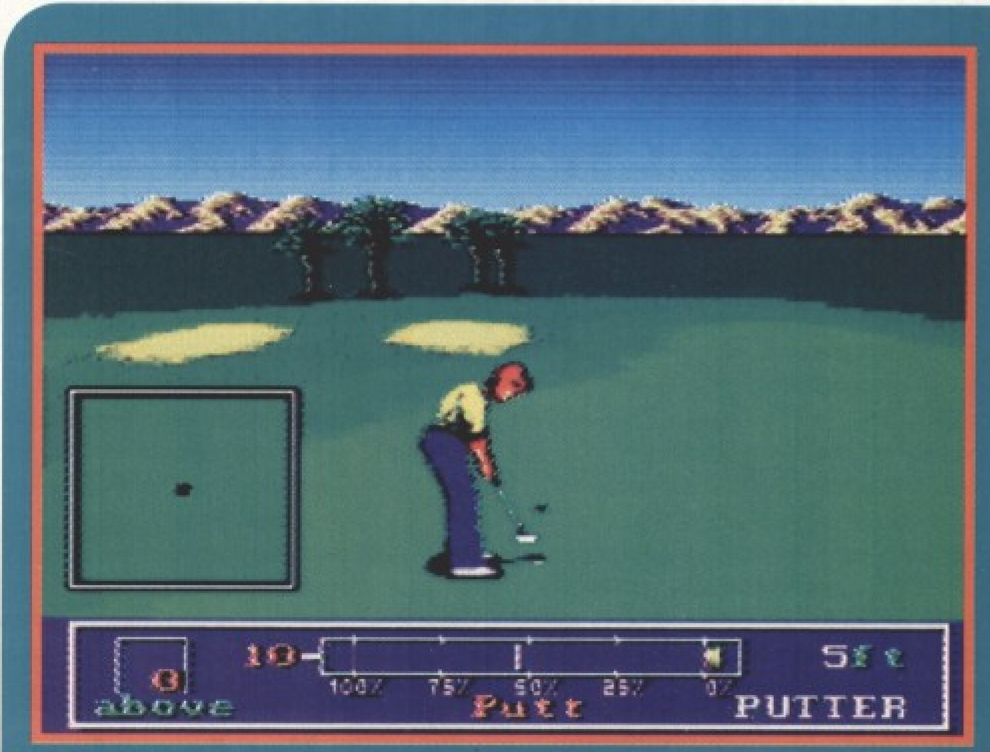
Staring straight down the centre of Number 10 at Waialae in Hawaii — with blue sky overhead where else could you want to be?



Some friendly advice from your caddy. From which club to use, to the way back to the clubhouse for a beer, he's full of helpful hints.







PGA Tour Golf

By ELECTRONIC ARTS



Until now this was the definitive golf sim with the slick presentation we have come to expect from EA. The choice is yours here with four courses to play on and great in-game hints and tips from the two commentators. The animation of the swing's a little jerky but the scrolling as you follow the ball in flight's fast and smooth. Unfortunately the rest of the game fails to match these high standard with very basic graphics and little if any background. It's a real shame because this really lets the game down. The control method with only one bar governing strength of swing and contact on the ball's far to twitchy to be consistent and leads to frustration.

GUNNS

80%

It's 'fun on the green' time with your putter again. Just put the white ball in the little hole and it's smiles all round!



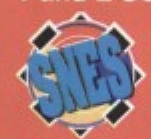
Teeing off on a desolate course — it shows what happens when you sacrifice graphics for speed. Nasty — huh?





Pebble Beach Golf

T and E SOFT



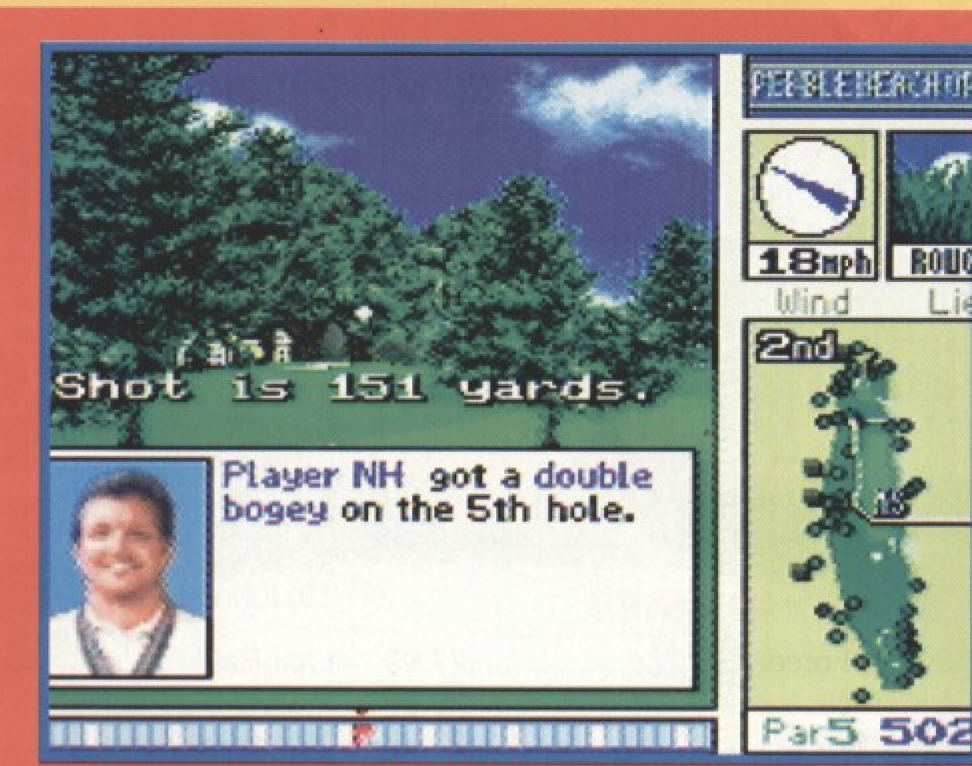
Most golf games on the SNES in the past have suffered from being too cute and cuddly. *Pebble Beach Golf* puts that right with a host of detailed options and one of the most sophisticated graphic systems I've ever seen.

The whole of the Pebble Beach course in California has been recreated in perfect detail with club houses, trees and bunkers instead of the usual green and brown splodges in other golf games. There are options for ball tracking, zooming in and out of the hole and even the choice of music or birds twittering — I don't know which is the most annoying!

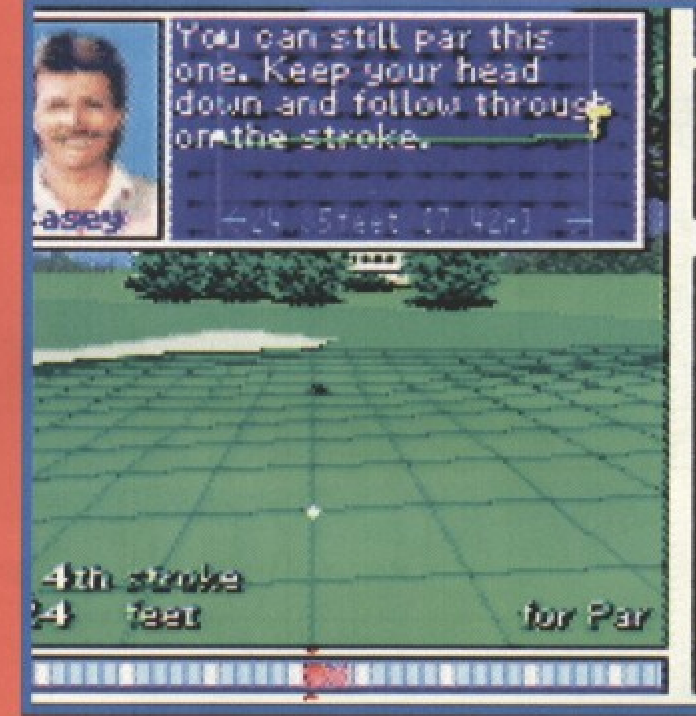
This is definitely a golf game for the professional. No cartoon characters here — just 100 percent pure golf simulation. Everything moves quite slowly, but then golf was never a fast sport. Absolutely amazing.

SHADES

90%



ABOVE: you've landed in a dodgy lie after a wayward approach shot and are worried about making par when your caddy tells you how badly your opponent is going. Unfortunately he's generally telling you they made birdie instead!







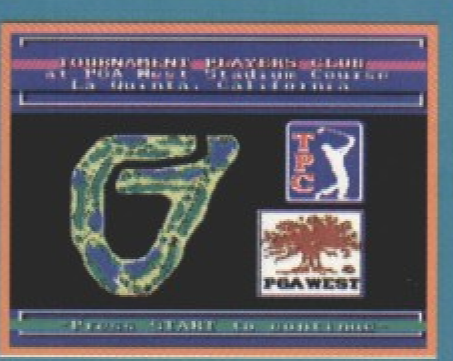
ABOVE: use of the flight path marker enables you to judge the type of shot made for future reference.
RIGHT: putting made easy with good advice and grids to use.



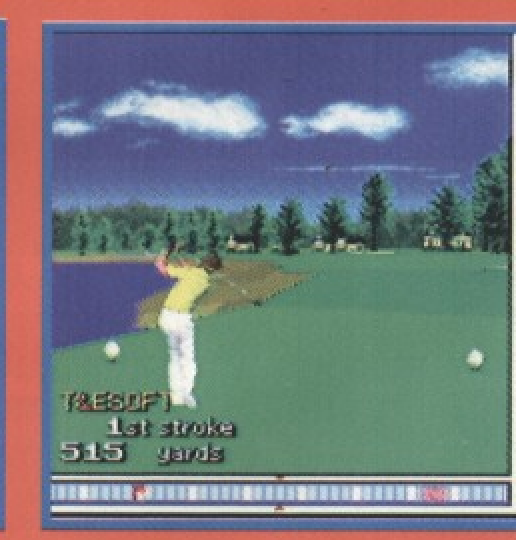


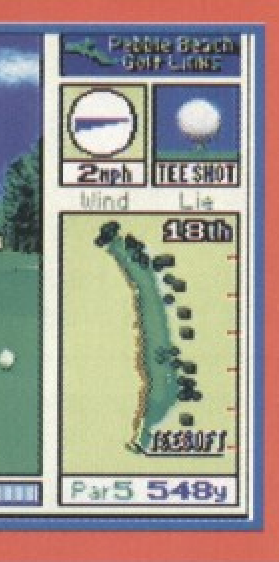
The contour display is a helpful part of *PGA Tour Golf*. When putting it's important to read the green.











The 19th hole

After trudging around three hard but enjoyable courses, Shades and I returned to the club house to compare notes. Both *Pebble Beach* and *Waialae* use the same gameplay with a few variations like action replay of shots. That's because they're part of a series by T & E Soft called *True Golf Classics* which aim to bring you the very best of the world's golf courses in the shape of the very best games. Which, if you're a golf nut like me, is great news.

As for *PGA*, although it's slick, fast and professional it just can't compare with the other two. Much more emphasis is placed on speed and the result's a game with a very pronounced arcade feel but which lacks playability.

If you want a good golf game any of these will do — if however you want a great golf game *True Golf Classics* are the best choice.

GUNNS

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PULL OUT AND KEEP!

ACE'S HIGH

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THOSE FIENDISH GAMES CRACKED AND TIPPED!





Zelda: A Link to the Past

Our guide on where to go and what to do!

Street Fighter II

Hook

The complete solution



SNES

NES

Game Boy

Welcome to this months Ace' High and boy have I got a treat in store for you. There are maps and solutions galore plus loads of hints, tips and cheats for all your favourite games. And if that's not enough, there's the great Game Genie giveaway, loads of Deekay Gamebuddy peripherals to be won and the chance to get your very own N-FORCE T-Shirt. How do you get your sweaty mitts on such a cool, street cred, yet incredibly stylish fashion accessory that'll make you incredibly sexy, not to mention the envy of all your mates? Simple, map your favourite game and send it in to me. It doesn't matter if it's just a scruffy pencil drawing — just make sure it's clear. So whatcha waiting for, get mapping!

Prince of Persia

Richard Austin from **Swinton, Manchester** is a bit of a Jaffar. With two Sheiks of a flying carpet he's put together a complete list of level codes for the Japanese version of this brilliant Arabian adventure.

Congrats Rich, have a spiffy N-FORCE T-shirt.

Level 2: BY1SCPL
Level 3: AL5WCLZ
Level 4: 4TKUQ64
Level 5: YMXOQUA
Level 6: JGRS5IA
Level 7: IF4MQ1A
Level 8: RNB3AYP
Level 9: A3AFWOZ
Level 10: J3CFYHE
Level 11: QLCVY46
Level 12: 42OX5ZG
Level 13: YOZ6AUJ
Level 14: R1ZHKIU
Level 15: ITH2ARN
Level 16: VBD65H2
Level 17: EII5JPF
Level 18: NAYIPST
Level 19: M6KS66B
Level 20: NPG56MX



Street Fighter II



Just to set the record straight, I can confirm that the cheat reluctantly printed in the last issue to play the end of level characters does NOT work. I printed the tip as it arrived at the last minute from three different sources but after repeated attempts, resulting in one broken SNES, two smashed carts, and a very bruised thumb I gave up. Nintendo deny such a cheat exits, so my advice is 'don't waste yer time' and you can quote me on that!

Stand by for blast off! Here are a bunch of short tips for NES games sent in by *Jamie Wallace* of Lesmahagow in Scotland. Great stuff!

■ DOUBLE DRAGON II
To continue Levels One, Two and Three press [UP], [RIGHT], [DOWN], [LEFT], [A] and [B] on the game over screen. Works like magic! Levels four, five and six press [UP], [DOWN], [LEFT], [RIGHT], [B], [A], [A] and for levels eight and nine press [A], [A], [B], [B], [DOWN], [UP], [LEFT], [RIGHT] on controller two!

■ GREMLINS 2 — THE NEW BATCH
Level 1.1 - GBQK; 1.2 - BVKF; 2.1 - DXNH; 2.2 - CGMW; 3.1 - NJTD; 3.2 - ZFPJ; 4.1 - SHMC; 4.2 - VLBB; 5.1 - NXRD

■ LOW G MAN
Level 1.1A - JPN1; 1.1B - 386V; 2.1 - M1CH; 2.1A - 3100; 2.1B - M952; 3.1 - FLLF; 3.1A - HV10; 3.1B - 80MB; 4.1 - SCRD; 4.1A - LV12; 4.1B - SON8; 5.1 - MP45; 5.1A - 5VLB; 5.1B - S6JK

■ SIMON'S QUEST
To get all the weapons enter this: 6Q2IT◊*

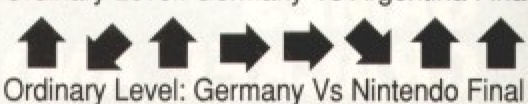
Super Soccer



For those having difficulty scoring goals against Ireland (the team with the best goalkeeper) dribble the ball about one inch down the edge of the six yard box and shoot with [A]. Use your number 10 for best effect. This method works against the Nintendo teams but you have to beat the last defender otherwise he save the ball on the line. Thanks to **Zoltan Szotyori** for these tips and he's also kind enough to send the codes for expert level, playing as Germany.

Also a begrudging thanks to my little bruvver, **Danny Rice**, who's found a way to swerve penalties so they're almost impossible to save and it's really peeing me off! As you approach your penalty, hold down [L] and [R] and then as you kick apply after-touch. More curl than a Brazilian perm!

Ordinary Level: Germany Vs Argentina Final



↑ ↙ ↑ → → ↘ ↑ ↑

Ordinary Level: Germany Vs Nintendo Final

↑ → ← ← ↗ ↘ ↓ ↙

Expert Level:

↗ ↙ → ↓ ↘ ← ↙ ↖

Expert Level: Germany Vs Argentina Final

→ → ← → ↑ ↘ ↓ ↑

Expert Level: Germany Vs Nintendo Special

↖ ← ↑ ↓ ↑ ↓ ↓ ↗

Argentina Vs Japan

↘ ↙ ↑ ↑ ↗ → ↑ ↑

Argentina Vs USA

↖ → ← ↓ ↘ → ↓ ↑

Argentina Vs France

↗ ← ↑ → → → ↑ ↙

Argentina Vs Ireland

↗ ↗ → ← ↑ ← ↓ ↙

Argentina Vs Romania

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Argentina Vs Cameroon

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Argentina Vs England

↘ ↙ ↓ → ↘ ↙ ↓ ↗

Argentina Vs Holland

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Argentina Vs Brazil

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Argentina Vs Italy

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Argentina Vs Germany

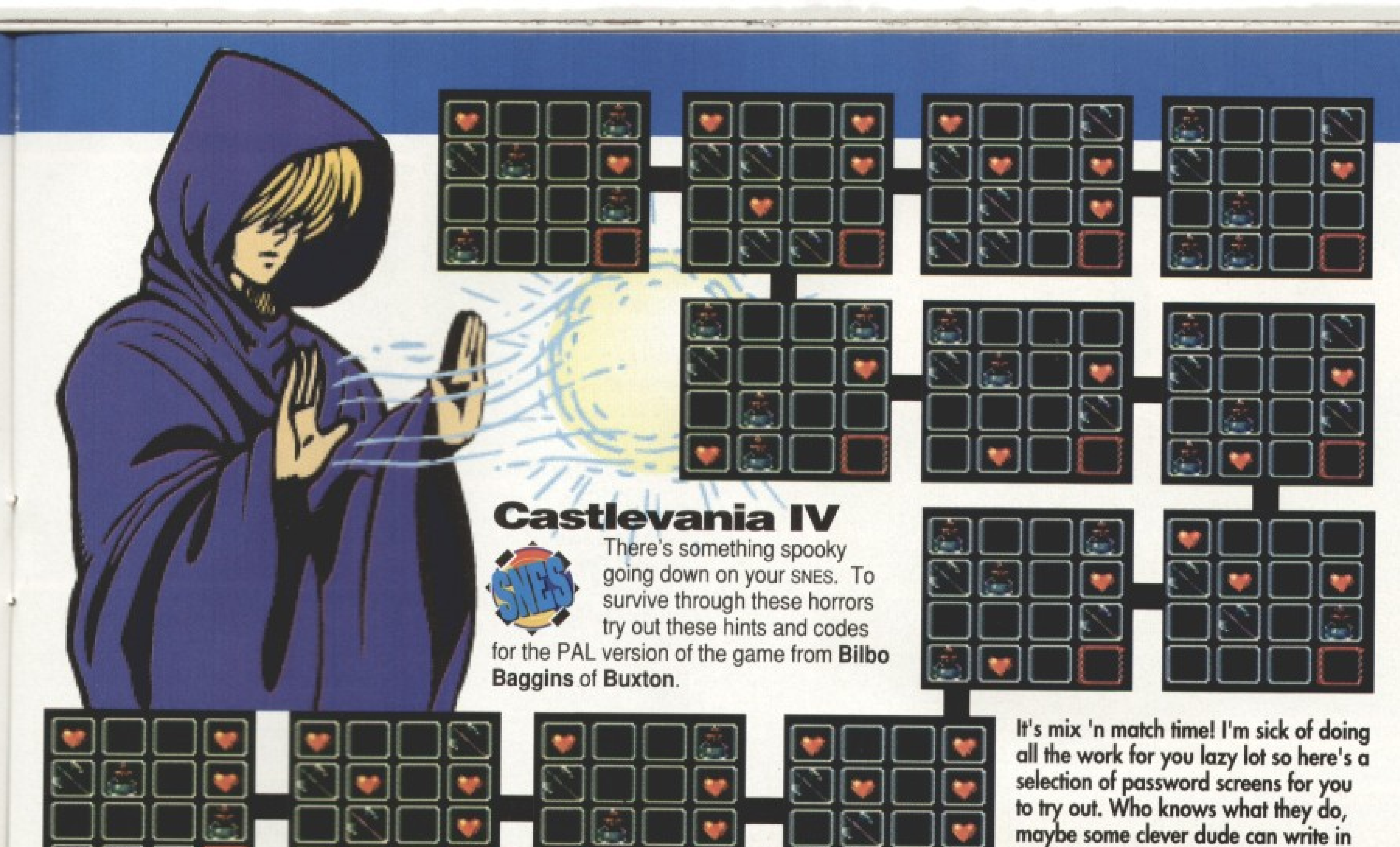
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Argentina Vs Nintendo

↖ ← ← ← → ↖ ↓ ↑

Argentina Vs Expert

↗ ↙ → ↓ ↘ ← ↙ ↖



Castlevania IV

SNES

There's something spooky going down on your SNES. To survive through these horrors try out these hints and codes for the PAL version of the game from **Bilbo Baggins** of **Buxton**.

It's mix 'n match time! I'm sick of doing all the work for you lazy lot so here's a selection of password screens for you to try out. Who knows what they do, maybe some clever dude can write in and tell me, as Bilbo 'made up name' Baggins forgot to!

GHOSTS 'N' GOBLINS
This trick leads to a level select option. Hold down [RIGHT] then press [B], [B], [B], hold down [UP], let go, press [B], [B], [B], [LEFT], let go, press [B], [B], [B], [DOWN], let go, [B], [B], [B], then [START]. Bingo! There you have a level select!

ICARUS
The password to the last stage with infinite lives is 8UUUUU UUUUUU UUUUUU UUUUUU

Puzznic

BOY

Do-gooder of the month is the curiously named **Phil 'Silver Blue' Halliwell** from **Shotton Colliery, Co. Durham**. This kind soul really captures the spirit of what *Ace's High* is all about. He's the kind of civic minded guy that rushes to help old ladies across the street and does lots for charity but doesn't like to talk about it. Mrs New — our bubbly 59-years-young reader from Bedhampton, Hants — was stuck on Level 47 of this super tough puzzler, until this knight in shining armour spotted her plea for help in Issue 3 and rushed to the rescue with the codes for levels 48 to 101. Thanks a lot Silver, or is it Mr Blue? A T-shirt and a selection from the Deekay UK range of Game Boy peripherals are on their way to you. Let's hope those Raleigh- Durham Skyhawks can win a game this season!!



Level 48: ICHI NICH
Level 49: IGAN BARO
Level 50: PASS WORD
Level 51: NINJA SAMA
Level 52: NO.O KAGE
Level 53: DE.NANTO
Level 54: KASHIAGA
Level 55: RIMA SITA
Level 56: THANK YOU
Level 57: MAID OOKA
Level 58: IAGE ITAD
Level 59: AKIMASHI
Level 60: TEARIGAT
Level 61: OUGOZAIM
Level 62: ASU. KONG
Level 63: OMOHIKIT
Level 64: ATENOHOD
Level 65: O.YOROSH
Level 66: IKUO NEGA
Level 67: IMOU SHIA
Level 68: GEMA SU
Level 69: YONJ UUME
Level 70: NNO SAIK
Level 71: OUTO KUTE
Level 72: NWA.NANT
Level 73: ENDE SHOU
Level 74: HAGAKIWO
Level 75: OKUTTEKU
Level 76: DASA 1.CH
Level 77: USEN DEJU
Level 78: UMEE SAMA
Level 79: NI.T AITO
Level 80: TOKUSEIN
Level 81: O. PRESEN
Level 82: TWO. SASH
Level 83: IAGE MASU
Level 84: NAO.HAPP
Level 85: YOWAWASS
Level 86: OUWOMOTT
Level 87: EKAE SASE
Level 88: TEIT ADAK
Level 89: IMASU.DO
Level 90: SHID OSHI
Level 91: OTAYORI
Level 92: KUDASAI
Level 93: MOUS UKOS
Level 94: HIDE OWAR
Level 95: IDAR ARA
Level 96: GANB ATTE
Level 97: CHODAINE
Level 98: INVA DER
Level 99: YOROKISU
Level 100: MOMIAGE
Level 101: FUTOMOMO

P.S. He's stuck on Level 123. Is there anyone out there who can help him?

Super Hunchback

BOY

Andy Clarke from **Nottingham** is a back again with a guide to the secret rooms in this brilliantly animated platform game.

Level 2: Stage 2 — Jump over the second pit. Then walk slowly into it from the right and pull hard right on the pad. You drop into a secret room containing small bells and an extra life.

Level 2: Stage 3 — Ride the first vertical cannon ball and you find this secret room.

Level 2: Stage 4 — At the top of this stage is a sinking platform. Jump from this and you land on an invisible platform under a large coat of arms. Now jump left to another secret room.

Level 3: Stage 1 — Jump over two boiling cauldrons and into the next sunken pit. Walk left through the wall and drop into a secret chamber below.

Level 3: Stage 3 — Float on the bubbles from the first cauldron and you drift through the ceiling into a secret room. Use cannon balls as platforms to reach a 1-Up heart.

A room within a room — At the top left of the screen's a cannon. Jump above it into a concealed tunnel for an extra life and watch out for exploding cannon balls when exiting.

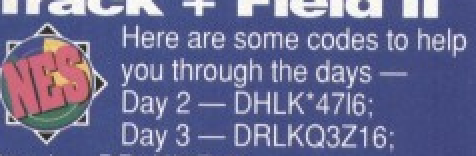
Bugs Bunny II: Crazy Castle

NES

If this game's getting your floppy ears in a twist, fret not. Just grab a carrot, pop out of your hole and give it a good ol' 'what's up doc?!' If that doesn't have the desired effect, maybe we can help you. Put your carrot away and have a look at these codes — they'll put the bounce back in your step!

Level 2: TEST
Level 3: GAME
Level 4: SHIP
Level 5: PACE
Level 6: WORD
Level 7: SHOP
Level 8: SIZE
Level 9: QUIZ
Level 10: DOLL
Level 11: DATE
Level 12: ZOOM
Level 13: DISK
Level 14: GOLD
Level 15: ZERO
Level 16: FIRE
Level 17: ROOT
Level 18: READ
Level 19: TAPE
Level 20: UNIT
Level 21: SONG
Level 22: TYPE
Level 23: LOVE
Level 24: NOTE
Level 25: JAZZ
Level 26: HELP
Level 27: KING
Level 28: GIFT

Track + Field II



Here are some codes to help you through the days —
Day 2 — DHLK*47I6;
Day 3 — DRLKQ3Z16;
Day 4 — DR1K*3Z1N;
Day 5 — DR1KQ49LN

Life Force



When the title screen appears quickly press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], [A]. Then sit back, drink some tea and wait for it to work!

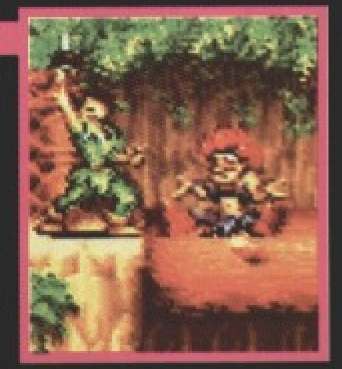
Hook

Peter Pan may be a children's story but *Hook*, the 16-bit video game conversion, is a tough challenge for even the most experienced games player. Peter's mission to rescue his kids and defeat his old adversary, Hook, takes him through 12 cinematic levels and results in a stunning showdown aboard the villain's pirate ship.

If you're having problems navigating through Neverland, here's a complete solution with special guides to the tricky maze sections and power-ups, secret rooms and extra lives. Plus tips on how to beat each end-of-level boss. What d'ya Tink of that (Sorry, couldn't resist)!



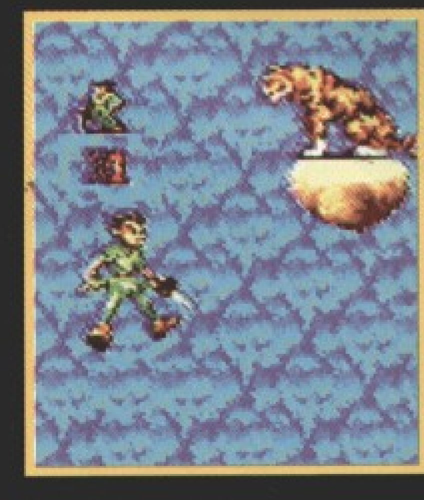
Level 1: Okay, a nice leisurely introduction but don't get lulled into a false sense of security. Get the pixie dust and go through the spiked section for three extra lives (see picture). The duel with Rufio's a cinch. He charges from the right so make sure you stay on the left. His attack pattern's predictable, so duck low and as he raises his sword, stab him.



Level 2: Things get tough in the forest. Make sure you get the power leaf, found in the branches of the first tree. Go right, then jump into the branches and head back left again. After getting the leaf, continue right, watching out for bats at the bridge. At the end of the level, go to the top right branch, dodge the acorns and boxing gloves and wait for the boss to appear. Hit him three times to move onto the next level.



Level 3: Now it's off to the sandy cavern for the first of the maze sections. This one's a real doddle and gives you a chance to pick up valuable items. The magic sword's found at the top right of the platforms before you reach the fruit. Get the pixie dust and fly to the top left corner for a 1-Up. The exit lies to the right.



Level 4: The waterfall level's a real test of your flying skills. The difficulty's in navigating between pixie dust icons before the magic runs out and you plummet 20,000 feet to a watery death. As you enter, get the pixie dust and fly back left and up for an extra life. Continue right, below the first tiger for another 1-Up (see picture). Go right picking up the treasure and the pixie dust. To waste the guardian, hover in the air and wait for him to pop his head out of the side. Move left or right and stab. After three hits his white flag goes up and it's time to move onto the next level.

Level 5: This underground maze is a source of hidden items. Follow the map for the best route. Go down and right through the teeth, drop in the quicksand and walk **under** the right wall for three lives and a power leaf (see pic). Continue up and right, through the water. At the sign pointing down to the extra life, continue right for a secret room containing the magic sword. Get the 1-Up, drop down and right. Get the pixie dust and fly up and left to the exit.



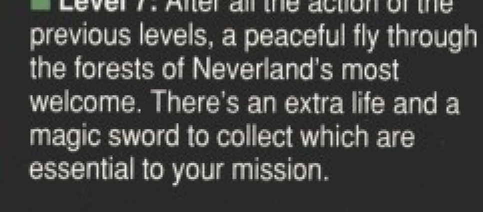


Level 6: Better bring your thermals cos it's time to cross the Ice Kingdom. Head right across the platforms for an extra life and keep your eyes peeled for another shortly after. When you reach the end of stage, the best tactic's to position yourself on the middle podium. The balloons home in on Pan, so wait until they're above the ship, jump away and then stab. Easy!

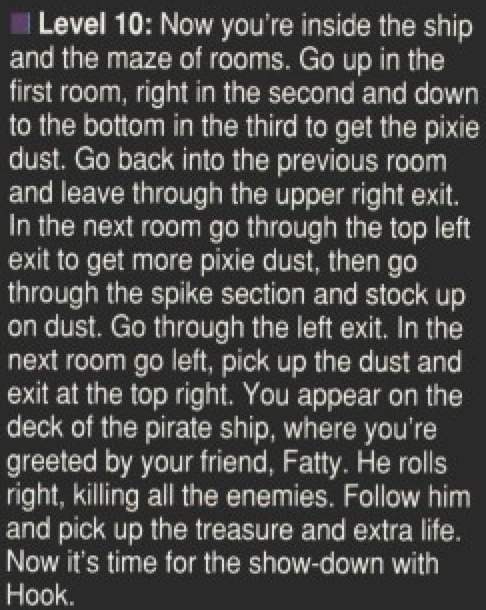








Level 7: After all the action of the previous levels, a peaceful fly through the forests of Neverland's most welcome. There's an extra life and a magic sword to collect which are essential to your mission.

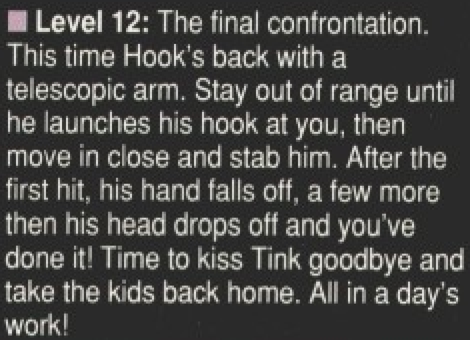


Level 10: Now you're inside the ship and the maze of rooms. Go up in the first room, right in the second and down to the bottom in the third to get the pixie dust. Go back into the previous room and leave through the upper right exit. In the next room go through the top left exit to get more pixie dust, then go through the spike section and stock up on dust. Go through the left exit. In the next room go left, pick up the dust and exit at the top right. You appear on the deck of the pirate ship, where you're greeted by your friend, Fatty. He rolls right, killing all the enemies. Follow him and pick up the treasure and extra life. Now it's time for the show-down with Hook.



Level 11: As he comes from the right, stay on the left and duck. His attack pattern's similar to Rufio's in Level 1. After a couple of parries he raises his sword to attack. As soon as he lifts it, stab him! Repeat this process until the coward runs away. Don't get complacent. You didn't think it would be as easy as that, did you!





Level 12: The final confrontation. This time Hook's back with a telescopic arm. Stay out of range until he launches his hook at you, then move in close and stab him. After the first hit, his hand falls off, a few more then his head drops off and you've done it! Time to kiss Tink goodbye and take the kids back home. All in a day's work!



For level 8 & 9 maps and tips see over!

Whenever you see a sign instructing you to go in a particular direction it usually means there's a hidden item to be found. If it says go left — try going right!

The big ugly guards carry hefty shields and swords, so the best way to beat them is to jump over them and stab them from behind. Not exactly honourable but effective!

You can't kill the skeletons — they're already dead! They're only stunned for a few seconds so don't hang about admiring the view.

Level 8: This level's big! It's easy to get lost in all those sandy caves but follow the map and you'll be all right. At the sign pointing down, go right for a 1-Up. Drop down to the bottom level and walk right through the indent in the wall for a secret passage to three lives and treasure (see pic). At the pixie dust icon, go left through the wall for fruit. When you get to the head chucker avoid him — by flying if you've got any dust left. If you stay out of range for long enough he throws his head at you. Stab his headless body in the back three times and he surrenders, allowing you to pass onto the dock yard.



3





Keep your eyes peeled for indentations in the cavern walls revealing hidden entrances to secret rooms. Power leaves, pixie dust, fruit, treasure and extra lives are all waiting to be discovered.

Always keep a healthy distance between Pan and his torch. Don't get to far ahead of the light or you can't see where you're going. Go too slow and you get burnt.

■ **Level 9:** You're pretty close now and the action really hots up. Take your time as you fight your way along the deck as there are pirates hiding up the masts ready to chuck bombs at you. Follow the map and make sure you explore Room 3 for the power leaf. To beat the airborne guardian, manoeuvre Pan to one side then quickly turn to the opposite side and stab the rider in the back. It takes a few hits so be patient.

It takes two direct hits to kill the barrel rollers. Careful as you slide down the platform or you end up in the spike pit. (Below) No time for arachnophobia! The spiders dangling from the roof are pretty scary but a jumping stab sees them off!



The Legend of Zelda

A Link to the Past

SNES

Continuing from last month's question-and-answer section on this amazing game, here's the next installment of what to do, where to go and people to meet in the Dark World. If you've any questions on specific puzzles, send your quibbles to the usual address but put 'Zelda questions' at the top.

● There are seven fair maidens to rescue, with the positions of each marked on the Dark World map. Free them one at a time before Canon opens a portal to the Light World. The first Crystal Palace is opened by paying Kiki the monkey 300 rupees. Once inside, shoot a stone statue with the bow and arrow to reveal a secret passage to the big boss. The hammer's hidden along the way.

● Helmasur, the evil being, is unmasked using bombs to blow his protection off. When his tender bits are exposed, use spinning sword blows to lay him to rest. Defeat this beast and the prize is a piece of heart and a crystal.

● To power-up during the game, visit the Pond of Happiness in the middle of the lake. A fairy increases the capacity to carry bombs and arrows if Link tosses a few rupees into the pond.

● The boomerang and shield are powered up by dropping them in the Light World's Waterfall of Wishing.

● Go south of the first palace in the Dark World and knock down all the pegs with the hammer.

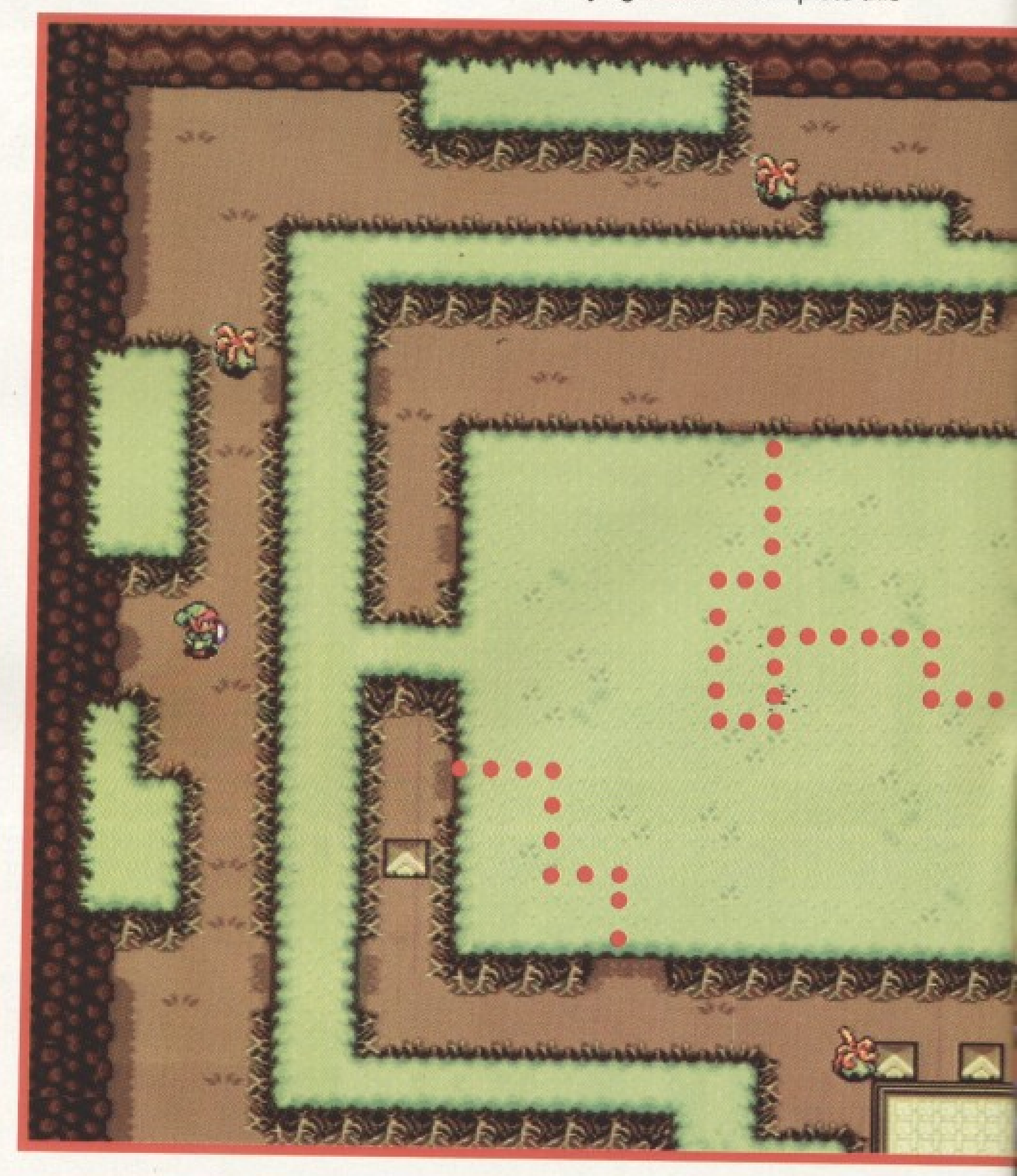
● Link's going nowhere in Palace Two until the whole place has been flooded. Return to the Light World and un-dam the river by pulling the right handle in the palace. This fills the place with water and allows Link to proceed. When in the huge open sewer look out for the Hook Shot. Defeat the squid boss at the end of this palace by using the Hook Shot to grab his pods then swiping them with the sword. When all the pods have gone, go for his eye with the Magic Sword.

● In the Light World's Lost Woods, open a secret southwest path with the hammer. Remove the stone in the centre to transport to the Dark World and gain entrance to Palace Three. Move between the two entrances and pick up the Fire Rod. Use this to burn open the mouth of the creature guarding the final section. To kill the bat boss use fire and sword swipes.

● Visit the Haunted Grove in the Dark World for an interesting conversation with a member of the wind section! He lends you a shovel to dig up the flute in the Light World Haunted Grove. Return the Shovel and play the Flute near the weathercock in Kakariko Village. A bird's released. Now use the flute at any point in the Light World to fly around.

● Pull the handle on the gargoyle to enter Palace Four, then use the hammer to reach the Titan's Mitt in the southwest room. Bomb the top floor to create a hole which casts light onto the bottom room. Find the princess and lead her to the skull room where she transforms into Blind the Thief (the blighter!). Strike his body and ignore the flying heads to complete this





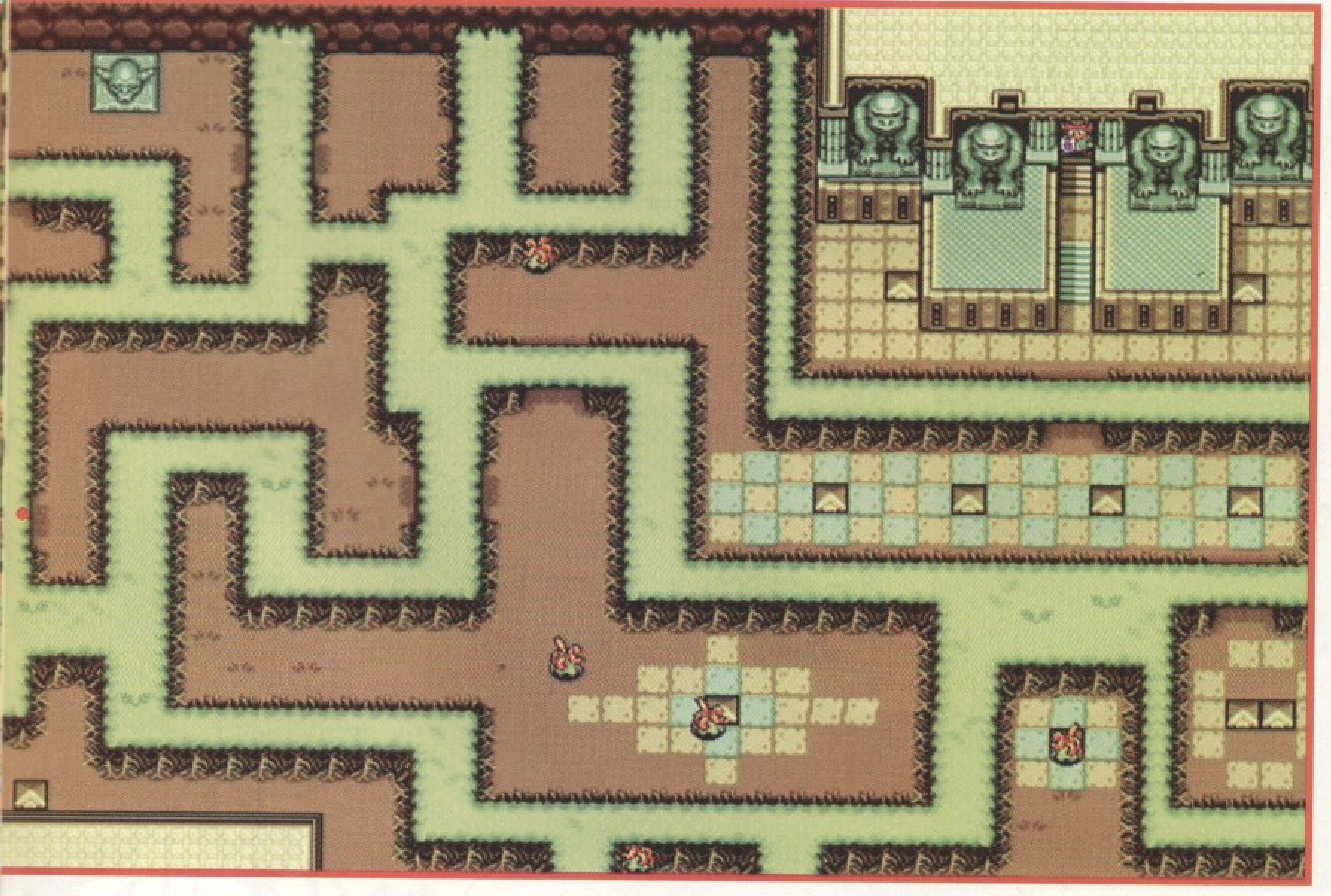
palace.

- The Ether Medallion's found at the top of Light World's Death Mountain and the Quake Medallion's earned by throwing skulls or bushes into the circle of stones near Dark World's Waterfall of Wishing.
- Near the entrance to the village in the Dark World there's a frog. Return it to the Blacksmith's Shop and he turns into the missing partner. He repays you by enhancing the sword to Level 3.
- In the Light World Pond of Happiness use the Titan Mitt to lift the stone covering the warp to the Dark World and Palace Five. The Blue Mail's found by bombing B4's western room. The big boss is wiped out by using the Fire Rod followed by sword slashes.
- Knock in all the posts near the Blacksmith's shop for a secret passage to a piece of heart.
- In the Light World use the flute to summon the bird and fly to the southwest landing point. The warp rock there provides an entrance to the Swamp of Despair.
- The Ether Medallion gives the power to open the entrance to Palace Six. Cross the crumbling bridge to gain the Staff of Somaria. To kill the big octopus use the sword on his eye.





- The graveyard in the Light World has a secret path hidden in one of the tombstones. Take a run at the stone and explore to find the Magic Cape. Warp at the Death Mountain portal to the Dark World. Fall into the cave and cross the spikes using the cape to find the protective Staff of Byrna.
- The Dark World equivalent to the Kakariko Village is a bit of a wreck but there are a few goodies to be found. The Blacksmith Shop shell hides a chest which can't be opened but will follow Link around like something from the Ganemede Holiday Inn! Take the chest to the middle-aged man in the Light World desert and he unlocks it to reveal a bottle. Another bottle rests under the Lake Hylia bridge with a sleeping camper. Fill these bottles with potions from the Magic Shop. The best potion's the blue one which provides magic and energy.
- Hammer the northeast posts on Death Mountain counter-clockwise, then cast the Quake Medallion spell on the turtle's shell to enter Palace Seven. Use the Cane of Somaria to complete the dungeon, not forgetting to collect the Mirror Shield with the Hook Shot in room B1. The big turtle boss has two heads. Use the Ice Rod on his red head and the Fire Rod on the blue. When the heads are stunned use the Magic Sword to slash them off. When this geezer has been dealt with, out pops Zelda!
- With only one palace to go Zelda releases the black magic barrier blocking the passage to Ganon's tower. The map's in the west quadrant of 1F and the big key is found by falling from 1F to B1. Armour can be powered up by collecting the red mail from the locked chest upstairs.
- Now all that remains is the final show-down with Agahnim!



Game Genie Gallery!



Welcome game fiends everywhere to Ace's Game Genie gallery. Each month you'll find on display all the latest and exclusive codes to your favourite 8-bit titles. Don't forget new codes are there to be found by everyone and Hornby and CodeMasters are giving away a free game of your choice to the sender of the most ORIGINAL code each month. We'll be checking so make sure they haven't been printed before. So what are ya waiting for! Get cracking and send those entries to me at Ace's High, Game Genie Codes, etc.

Star Wars

Code	Effect
AAXAGAZA	one life
IAXAGAZA	six lives
AAXAGAZE	nine lives
SZEAYXVK	Infinite lives
GZSYLSSO	1mm to spikes
SLVUYNSO	1mm to most bullets
GXNUZIST	+
SLKLYVSO	1mm to most collisions
AAKLNHZA	Full energy on pick-up
AAKLUGAX	Less energy picked up
AGKLUGAX	More energy picked up
ZEOKOIPA	+
ZEKKXIPA	Always running

New Zealand Story

Code	Effect
XYKTISKN	Super Jump
SUSKLYVI	Infinite lives
AANGLLZA	Start with one life + one continue
IANGLLZA	Start with six lives + six continues
AANGLLZE	Start with nine lives + nine continues
AAEGNPZA	one life after continue
IAEGNPZA	six lives after continue
AAEGNPZE	nine lives after continue
GZEKXPVS	Infinite continues
GZEKXPVS	+ any of the next four codes
GAVGYLAA	Start on Level 2
AAVGYLAE	Start on Level 3
GAVGYLAE	Start on Level 4
PPVGYLAA	Start on Level 5

Rainbow Islands

Code	Effect
GXOUOSVS	Infinite lives
PEVZZPLA	one life
TEVZZPLE	six lives
PEVZZPLE	nine lives
PAUEPPLA	one life after continue
TAUEPPLA	six lives after continue
PAUEPPLE	nine lives after continue
PEVXZPGA	one continue
AEVXZPGE	eight continues
IENZAPPA	Start on Stage 5
ZENZAPPE	Start on Stage 10
YENZAPPE	Start on Stage 15
GONZAPPA	Start on Stage 20
PONZAPPE	Start on Stage 25
YASSIYGE	+
YASSTYGE	+
IASSYYGE	Booster jump
ZAUKKGPA	+
ZAKGSGPA	Super speed

Gremlins 2



Thanks to top tipster, **Andy Clarke** from **Nottingham** who's been hard at work compiling a complete solution to this brilliant hand-held platform romp. Your efforts have not gone unnoticed Andy — there's a host of Deekay UK Game Boy peripherals on their way to you.

● **Level One — Inside the CATV studio:** Collect the pencil and musical note and walk under the first platform, using the musical note to kill the walking gremlin. Jump into the tool box which protects you. Be careful on the fast-moving conveyor belts and jump onto the second platform to collect an energy replenishing heart. As the woman gremlin walks towards you, jump over her. Climb up the vertical maze, using pencil notes to kill the gremlins appearing from the floor. At the top there's another heart. Jump over the spider when he reaches the top of the web. Jump the gaps and spring up to the highest platform. On the far right's a large heart restoring full energy. Pick it up and use the platforms to travel over the conveyor belts below. To kill Mohawk, run across to meet him, stand your ground and hammer away on [B]. He soon gets fed up and walks away.

● **Level 2 — The Genetics Lab:** Use the spring to bounce across four thorns and climb the blocks to collect the tool box and a small heart. Spring up to the third horizontal platform to avoid enemies. Jump left onto the two small conveyors and collect the pencil. Climb the second set of steps and use the conveyors to avoid all enemies below. Use the three springs to cross the high wall. Do this quickly and you wont need to use the musical note. Once across you have a choice of two routes. Running along the ground's easier but try climbing platforms and springing up to the highest point. Jump onto the square block and and it carries you to a large heart.

The Bat Gremlin takes a lot of damage and releases three small bats after each descent. When he attacks, push [UP] and jab him with the pencil from below. Using this method he soon dies.

● **Level 3 — The System Control Centre:** Spring from the first raised platform, twisting across in mid-air, to collect the hidden pencil. Climb the next set of steps and pick up the tool box. Journey across the top of the large laughing gremlin, pick up the cassette recorder and walk back left, underneath him. At the next spring , jump left and collect two more cassette recorders. After you've killed the fire-spitting gremlin, use the three springs to get over the high wall and pick up the cassette recorder. Cross the platforms into the tunnels, standing in the gaps and jumping the fire balls. Kill the fire-spitting gremlin then jump on the conveyor belts and bounce to the highest platform and pick up the small heart.

When the end-of-level Electric Gremlin materialises, stab him with the pencil while jumping over the lightning bolts.

● **Level 4:** The pencil's essential and can be found on a block above the second spring. Climb to the top, go right and you're faced with three pits full of thorns. Drop into the pit and pull left on the joypad to land on the spring. Cross the pits and collect the small energy heart at the end. Climb the set of steps made out of conveyor belts to pick up another heart. Drop down and dodge the gremlin throwing rocks. Don't waste time trying to kill him — you can't! Pass underneath him and spring up to find a tool box and another small heart.

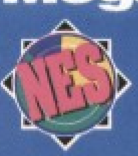
At the next stone thrower, spring left and collect the cassette recorder. Do NOT use the musical note as it's essential to cross the invisible maze. With the note the maze becomes visible making life much easier. Exit the maze and climb through the vertical maze of tunnels. Bounce on the springs and grab the large heart to restore Gizmo to full strength. Now for the grand finale!

Spider Gremlin's one mean dude. Jump onto the floating web and dodge the small spiders as they fall. When you get a clear shot, aim your trusty bow and arrow at the spider's head and fire. A couple of well placed shots and the game's history. Now take a long rest — you've earned it!

For those who need a little help, these Pro Action Replay codes will come in handy.

Infinite lives:	0302 C560
Infinite energy:	0808 C6CO
Infinite musical notes:	OA04 C7CO

Mega Man IV

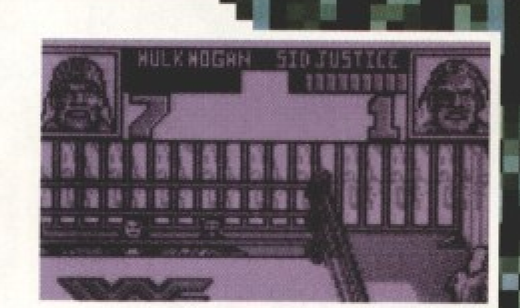


Who says all Australians do is drink beer, barbeque Wallabies and steal land from Aborigines, **John Purnell-Webb** from **Sydney, Australia** is much more civilised. He's sent the codes for the latest instalment in the brilliant *Mega Man* series.

Toad:	A3, A5, A6, B1, D1, E3
+Bright:	A1, A3, A5, B2, D1, E5
+Pharaoh:	A1, A5, B4, C1, D1, D3
+Ring:	A1, B4, B6, C4, D1, D3
+Dust:	A1, B4, B5, C6, D1, D3
+Skull:	A1, B4, B5, D2, D3, F2
+Dive:	A1, B4, B5, E2, E6, F3
+Drill:	A1, A4, B5, E2, F1, F3
+At Castle:	A1, A4, B5, E2, F1, F3


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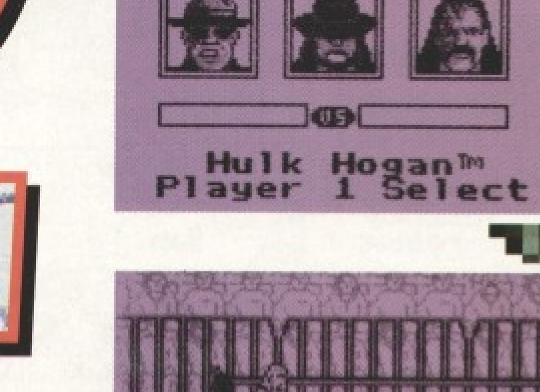
One, two, three and it's a fall. I enjoyed getting this game into a half-Nelson, but it's annoying when you've almost knocked the energy out of the computer's player and it just re-energises itself. The sound's reasonable, the sprites are small, the action and animation's good and there are lots of options. Although it has a limited number of moves, it still makes for good fighting.

FLUNKY 76%

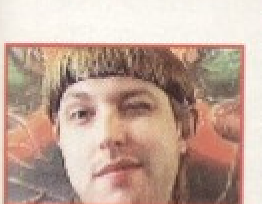
FORCEFAX

An easy way to win's to knock your opponent down near the ropes and don't give him time to get up. Get in close and start to stamp on his head as fast as you can.

WWF Superstars 2







I'm a lumberjack and I'm okay, but sometimes I change my high heels and fishnets for Lycra underwear and go wrestling with GUNNS...

Ding, ding! Seconds out, round one! Grabbing the Game Boy, I gave it a quick jab and threw it to the canvas. While holding it in a Boston Crab, I wrestled *WWF Superstars 2* into the slot, holding it down for a full three count before starting to play.

You have the choice of six characters: the Mountie, Macho Man, Sid Justice, Jake the Snake, the Undertaker and he who without no WWF game would be complete — Hulk Hogan.

There are one- or two-player options (via a game link), three levels of difficulty, three types of game and regular or Steel Cage matches.

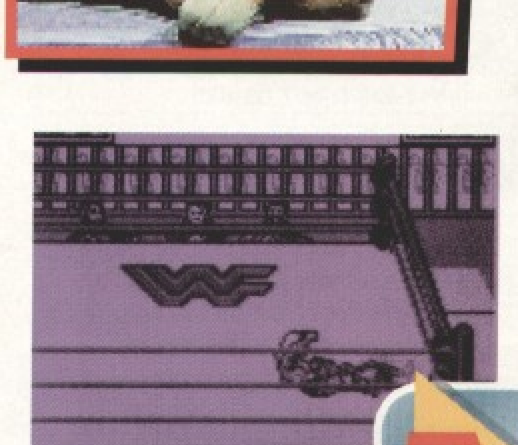
Spandex ckapers

The gameplay's pretty good. All the moves of the SNES are here — slower and basically animated but you still have the full range from head-butts and stomps to suplexes.

Even with the number of options the game offers, it really only comes into its own in the two-player mode. The competition and gameplay tends to get repetitive — there are areas where you can trap an opponent on the ropes and just kick him until you deplete his entire energy bar.

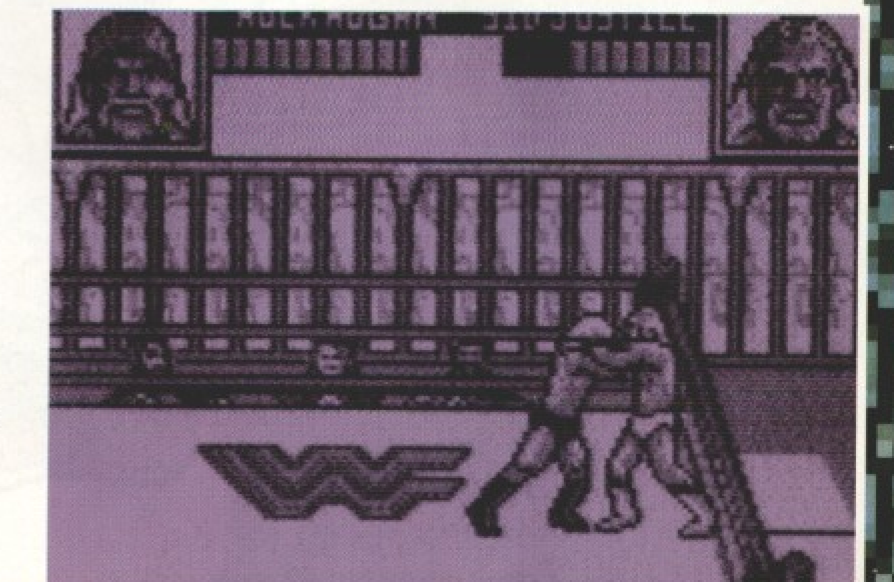
Basically it's a good game but if you don't have a mate and a game link to use the two-player mode, think very carefully before you buy.

GUNNS 72%



Rolling around the floor can be fun but make sure the other guy doesn't stamp on your head!

Hulk Hogan and Sid Justice indulge in a bit of ring-room dancing (below) — 'ere stitch that ugly!





N RATING



71% VISUALS
● Good, sharp sprites but let down by the animation

69% SONICS
● Great tunes — one for each wrestler — but poor in-game FX



75% PLAYABILITY
● Good with two players but repetitive in one-player mode

74% LASTABILITY
● A reasonable number of options but not that addictive



74% FORCE
● A good looking, easy-to-play game but seriously lacks depth

Producer: NINTENDO ■ Players: 1 ■ Price: £49 with mouse
Supplier: KRAZY KONSOLES Tel: 0422 342901



Mario

Fancy yourself as a DIY expert? SHADES does — he's never without his ratchet screwdriver and pot of undercoat...

We all know about Mario and Luigi's plumbing business, but I never knew they moonlighted as painter and decorators too! Not until *Mario Paint* came along with buckets-full of options and fun-packed graphics.

Console art packages have been a bit of a joke before now. How can you possibly create art with only a joypad for control? Nintendo has solved that question by developing their very own mouse system that plugs into the joypad port.

With the option-packed *Mario Paint* you get the cartridge, mouse and mouse pad to move it around on.

Potty painting

Point and click the icon on the screen to the option you wish to select and press the left mouse button.

There are three brush sizes for painting, a stamp for graphics, spraycan, shapes, fill, grab and erase modes. The icons are bizarre — a yapping dog for undo, robot for save and load and a mug to select the built-in game!

> Packed full of options for budding Doodles

Swat flies, bombs and big end-of-level monsters to win high scores. The mouse adds a whole new dimension to this kind of shoot-'em-up.

Raunchy Rolf Harris

Create static masterpieces or your own animations using four, six or nine frames. Move these over the background and add a soundtrack for a cartoon show! There's three sound-tracks built in — edit these or write new ones.

Everything's bright and colourful with *Super Mario World* sprites included as stamps for pictures and musical notes.

As a present for a young sibling, *Mario Paint* is ideal — it's really entertaining and educational with plenty of humour built in. One word of warning! This isn't a serious art package.

SHADES 81%

It's amazing what you can do with the mouse. Don't you just love the baby Yoshi wallpaper I put on the hippo? Or the jumbo elephant in the top left corner? Hours of fun guaranteed!

Mario Paint and the mouse in all its glory. The mouse pad comes with the package and doubles as a tea tray!

FORCEFAX

Try selecting the letters of MARIO PAINT on the title screen. Each one does something different to our super hero !



Pen: three sizes to give different line thickness.



Stamp: select a predefined graphic and 'stamp' it on the picture.



Spray: spray in any of the patterns available.



Shapes: circles, squares, rectangles and lines.



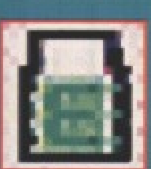
Fill: fills any shape in the current colour or pattern.



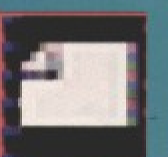
Grab: cut and paste a rectangular section of the screen.



Undo: erase the last mistake made.



Erase: six different sized erase blocks to wipe the slate clean.

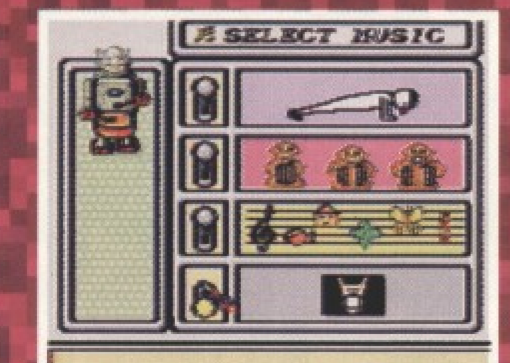


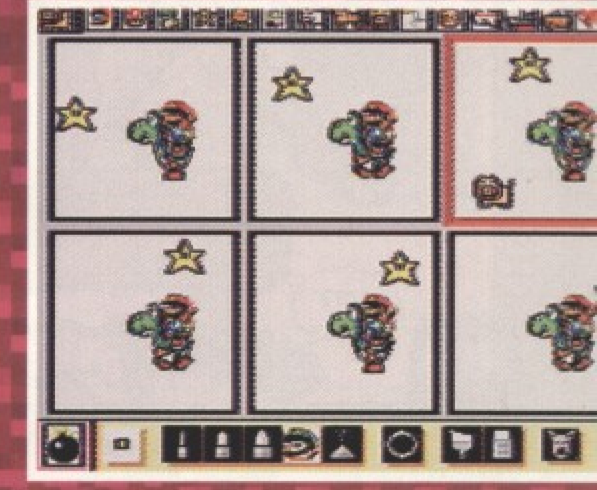
Wipe: fills the whole screen with the selected colour or pattern.



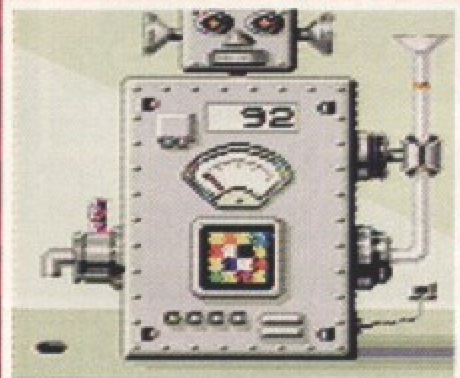
Text: two sizes of English text, digits and Japanese.

Paint





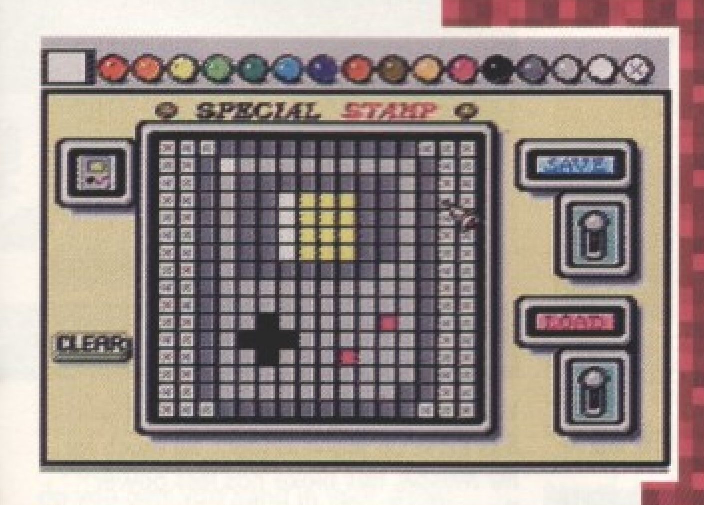
Creating animation's easy using the point and click controls, good ol' Mario!

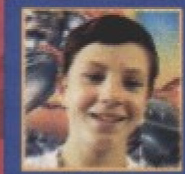




The colouring book option has a black and white picture of Mario and Yoshi to be filled in. Use colours or shapes to paint your own version of the dynamic duo!







Everyone seems to be jumping on the Mario bandwagon (or even cart for that matter) and although this creation may be guilty of that, it's still excellent value for money. The mouse works smoothly and the program has loads of features. You can draw some good pictures and have lots of fun but it's not a fully-featured drawing program. There are a few drawbacks but basically this package is just what it's meant to be — loads of fun. ***FLUNKY 82%***



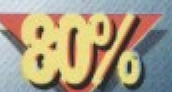
N RATING



83% VISUALS
● Bright and colourful with lots of great Mario graphics



87% SONICS
● Jolly tunes but highly simplified — fun music creator



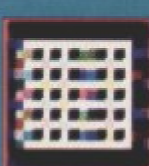
80% PLAYABILITY
● Will leave you wanting to explore every nook and cranny



85% LASTABILITY
● Should keep 'em happy for hours — and creations can be saved



82% FORCE
● A simple but fun-packed art package which should appeal to many

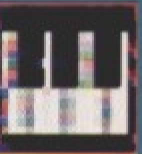




Stamp grid: creating custom stamps for saving.

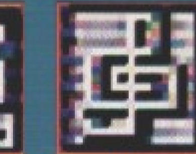


Animation: animations, path defining and starting the show!



Music: three predefined tunes and room for new ones.

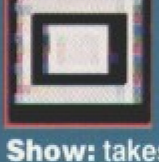
Robot: save, load and colouring book.



Treble clef: for selecting music to work by.



Mouse: change the pointer speed from tortoise to cheetah!.

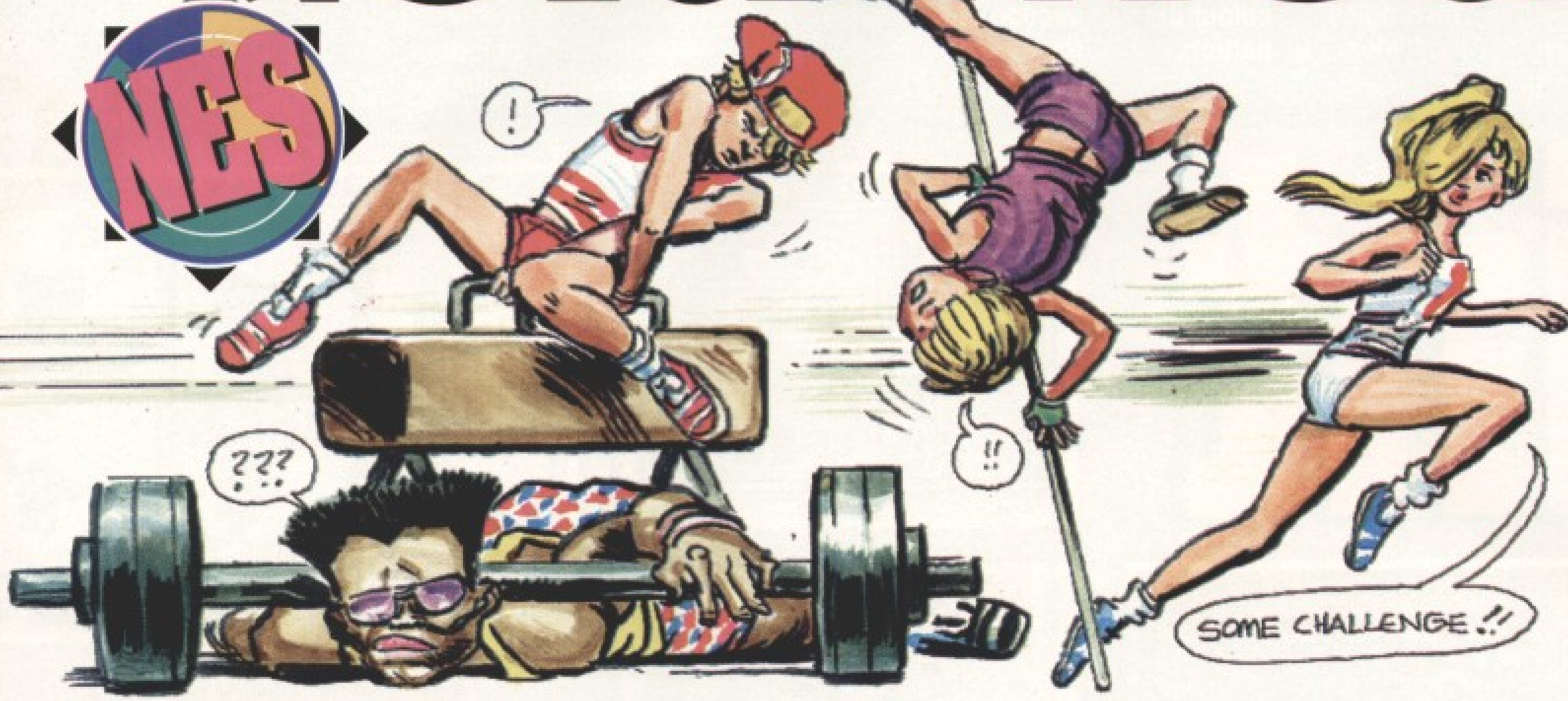


Show: takes away all icons to show picture.

Producer: CAPCOM USA ■ Players: 1 to 8 ■ Price: £34.99
Supplier: VIDEO GAME CENTRE Tel: 0202 527314

Gold Medal C

NES



'Barcelona! It was the first time that we met'. SHADES goes Karaoke crazy — sure beats his track and field skills...

Feeling energetic? Get out of that armchair and get on yer best trainers cos there are 18 knee-tearing events to conquer in this physical assault. A bit late for the 1992 Olympics but Capcom got there in the end!

On your marks

Starting with the 100m dash, athletes move through the 110m hurdles, marathon, long jump, javelin, triple jump, shot put, high jump, weightlifting, vaulting horse and swimming events. There isn't even enough time to have a breather and a cup of tea between races!

Everything moves along at a fast pace with a Sports News commentator keeping players up to date on the action. The Marathon's the strange event. Split into six sections, each runner sets the speed they wish to run at, then it's straight back to the other events.

> "Everything moves along at a fast pace"

Get set, go

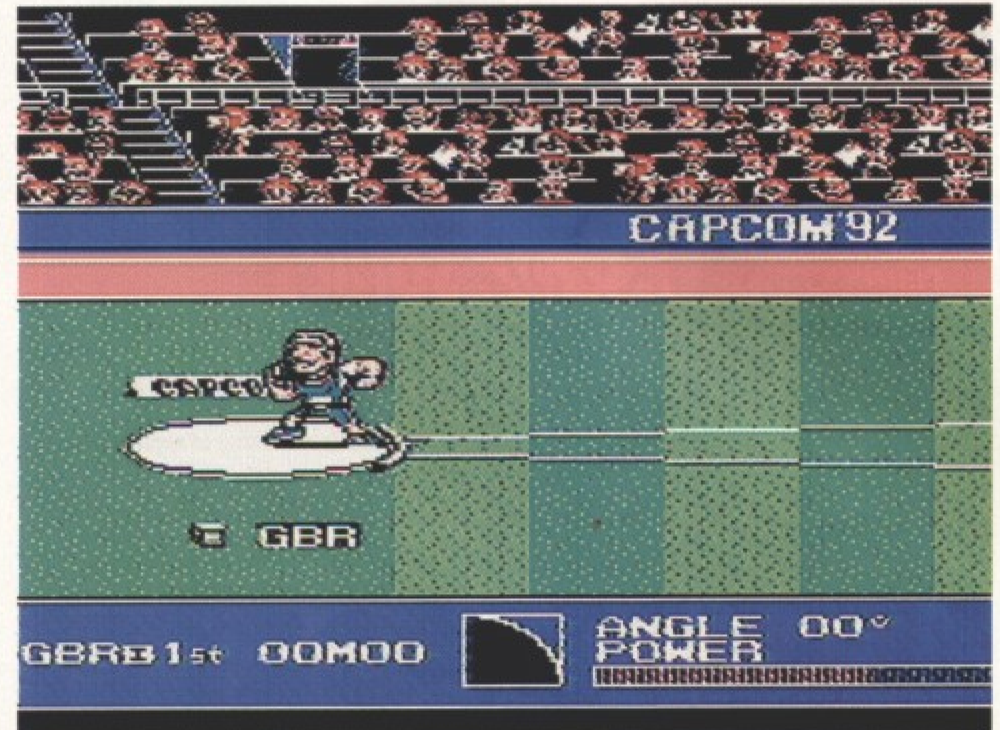
This type of sporting game has a charm that keeps players addicted to the end. After surviving the endless shoot-'em-ups and violent games, it makes a refreshing change to do a spot of swimming and javelin.

With a few mates, stage your very own Olympics in your bedroom! The game caters for up to eight players, with the remainder being played by the computer.

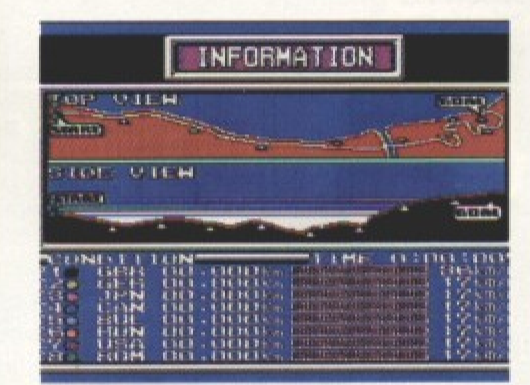
You can select your own country but strangely, all competitors look the same! All medals won are awarded at an animated ceremony and records can be saved to the battery back-up.

All N-FORCErs that like a bit of sport but can't be bothered to get out of bed in the morning take a look at *Gold Medal Challenge '92*, it could be the exercise you're looking for!

SHADES 69%

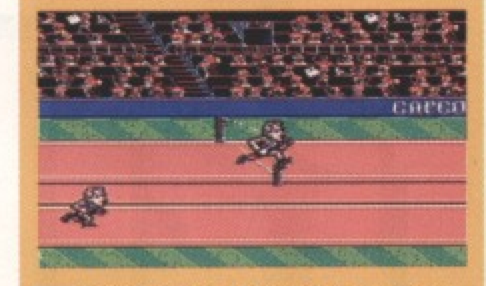


Where did that shot put go? The Great Britain athlete's a little absent minded and can't remember which way he threw the thing!



Running a marathon's easy when all you have to do is enter the speed to run at! 100mph please.

FORCEFAX



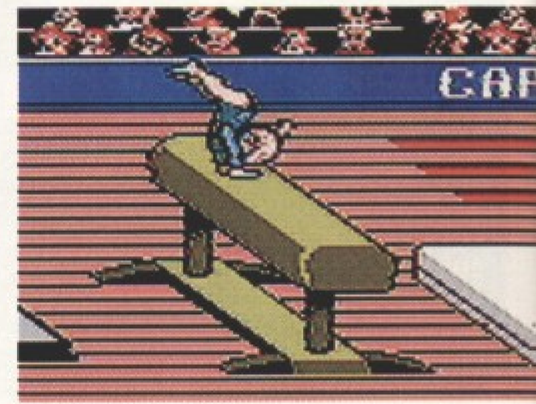
There's lots of running to be done so it's best to rest the joypad on a flat surface. Or you could get an autofire pad like Gunns!



The swimming events are some of the toughest in the game. Is that a black fin in the water there? Faster, faster!

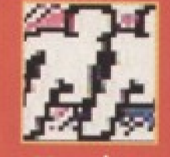


Wey-hey! 'Look out below, I can't hold this thing up much longer'. So much for Mr Muscle, this bloke has less power than a broken light bulb!

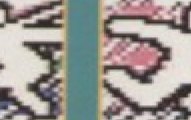


challenge '92

Olympic line-up!

100m dash | 100m relay | 200m dash | 400m dash | 110m hurdles | Marathon

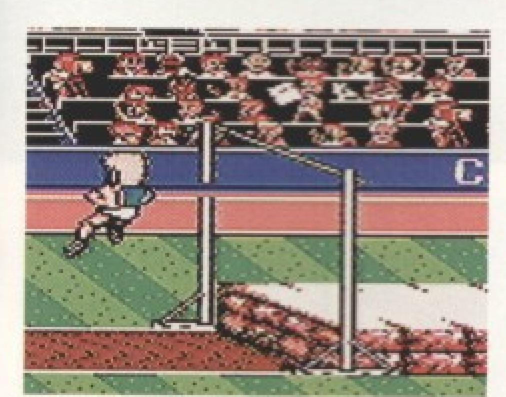
     

Long jump | Javelin throw | Triple jump | Shot put | High jump | Weightlifting

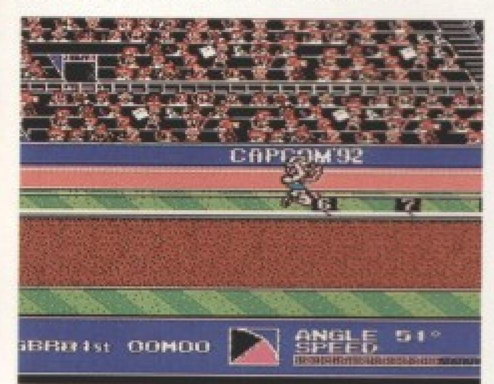


Vaulting horse | 100m breast | Butterfly | Freestyle | Backstroke | Medley

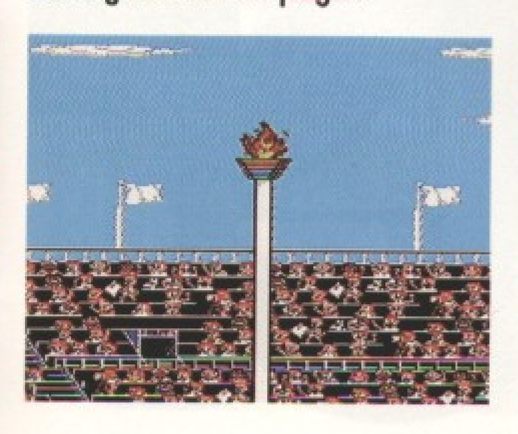
I've a funny feeling that this bloke isn't going to get a medal in this Olympics. Is he tying his shoelaces or has he got cramp? The other athlete looks like he's going to hit his head on the hurdle anyway, perhaps he's in with a chance!

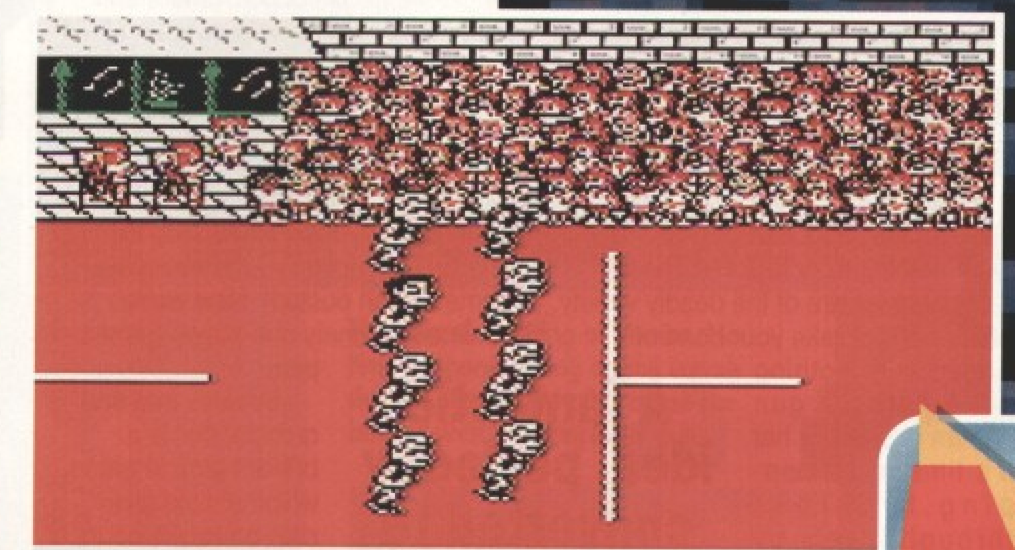


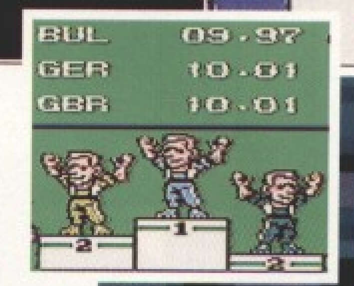
Flying sideways isn't clever, unless you have a jam sandwich to land on!



Fling yourself all that distance and what do you get? Just sand in your shoes and a grunt from the judges!







ABOVE: They're under starter's orders... and they're off! No hold on, that's just the smell from all those sweaty trainers.
RIGHT: Champagne out for the lads! The winners celebrate.





What a stunner of a game. Great fun for all the family and with loads of events to compete in, this will last for ages. I particularly liked the marathon, not as I was dreading, a half hour of frantic pad prodding, but a six stage tactical battle all about conserving energy and setting your runner's pace correctly. Superb NES action with some really exciting events to contest and requiring more than a little skill to win those elusive gold medals. ***GUNNS 79%***

N RATING

71% VISUALS
- Great animated sequences and appealing backgrounds

68% SONICS
- Basic running and splashing effects with an average tune

72% PLAYABILITY
- Lots of fun with friends, but tiresome on your own

66% LASTABILITY
- The sort of game you play when the mood takes you!



74% FORCE
- Nothing stunning but a good all-round sporting challenge

Producer: CAPCOM ■ Players: 1 ■ Price: £49.99
Supplier: VIDEO GAME CENTRE Tel: 0202 527314







SNES

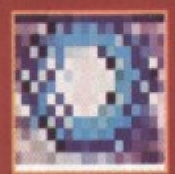
Bits and Blobs...


Grappling hook: attach to a platform, pops anything it touches.


Harpoon: fires an arrow with a rope attached. The basic weapon

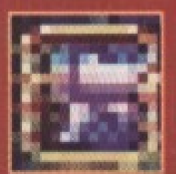

Clock: stops all action from the bubbles making aiming really simple.

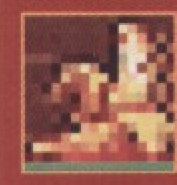

Sand timer: collect this for a few seconds extra time.


Forcefield: saves the brave hero from one hit.


Dynamite: total carnage — creates bubbles galore.


Unicorn: shoot this little fella to create an extra life.


Laser gun: sends out a spray of lasers, the best there is.


Fruit: yum, yum. Bananas and grapes for points.



Oh no! We're all seeing spots before our eyes. SHADES is the only man for this game, dark glasses make him immune...

Bubbles, bubbles everywhere and nothing fizzy to drink! These bubbles are of the deadly variety, ready to take your head off. Armed with nothing but a harpoon gun and an interesting hat it's time to go popping. Progress through levels by popping bubbles to fill a meter three times or take a trip around the world with lots of gorgeous backdrops.

There are barriers to explode, platforms to jump on and ladders to climb. Large bubbles separate into two smaller versions when hit. Shoot these and they divide again until the screen's packed with deadly multi-coloured balls.

The best weapon's the laser, the harpoon pops anything it touches, while the grappling hooks fire and attach to platforms.

Clocks freeze action, timers add more time, blue blobs give a forcefield and dynamite explodes every bubble into a tiny one — total mayhem.

> **"A fantastic idea, perfectly converted to the SNES"**

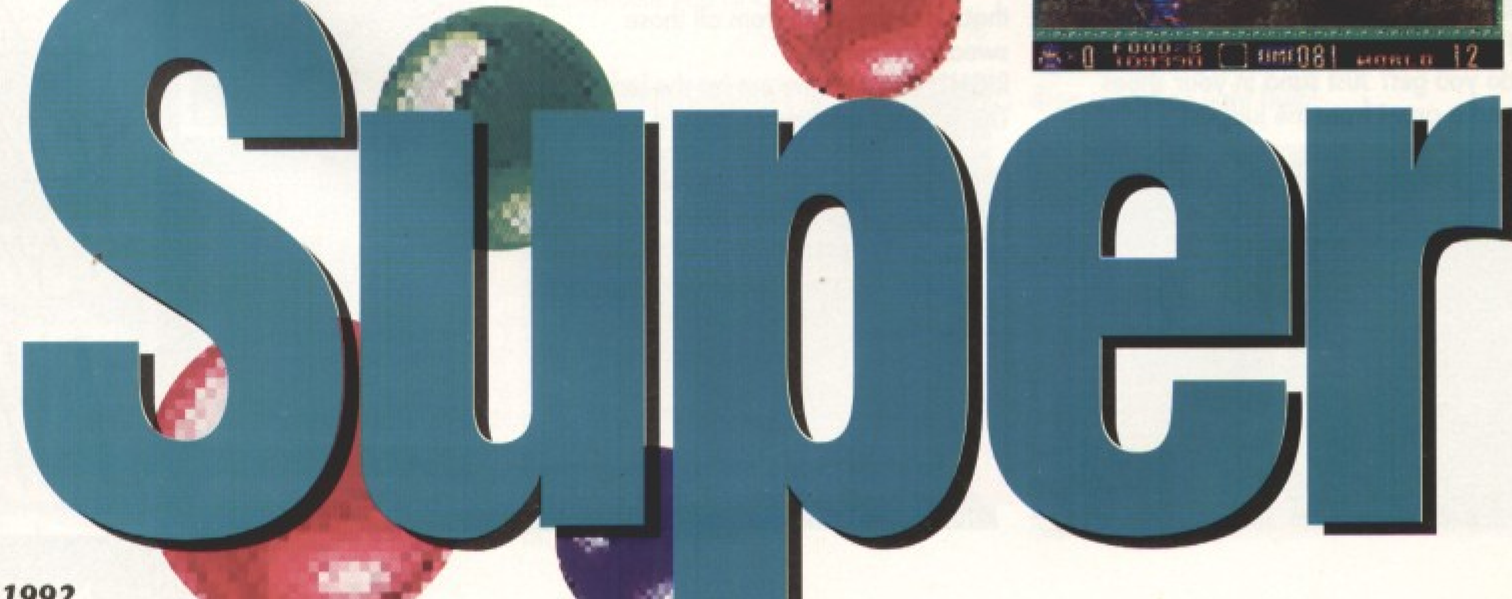
Pop tarts

Super Pang is a fantastic idea, perfectly converted to the SNES with one BIG exception — the two-player game's been ousted! Now we're confined to lonely one-player games — pah!

Besides that one quibble, this is a brilliant arcade game, which should give coin-op freaks hours of fun. If you're the kind who likes blasting brightly-coloured balls while seeing scenery from around the world, give this a rap!

SHADES 82%



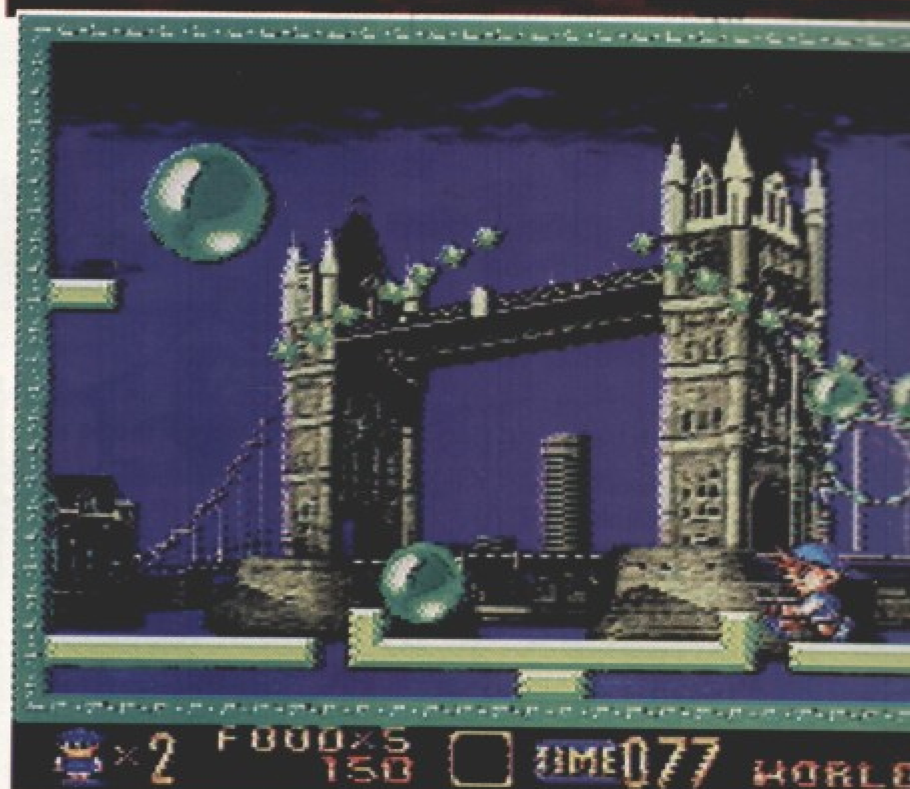


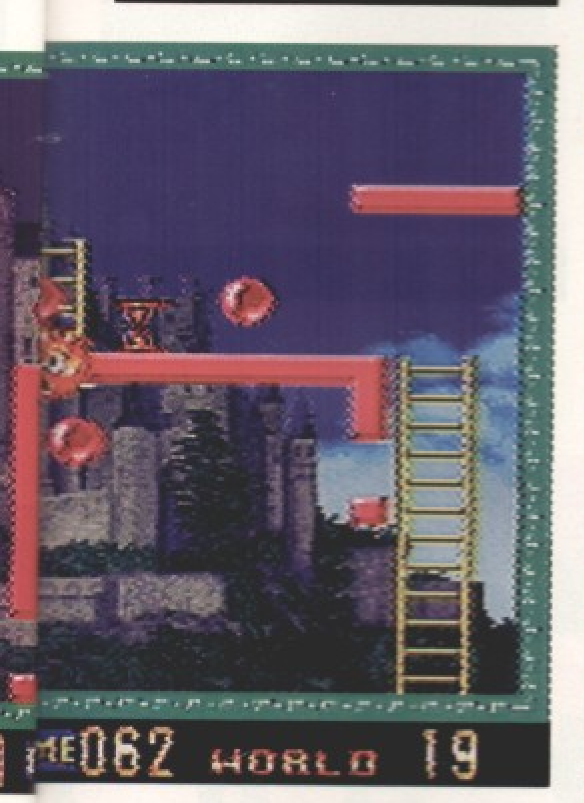
Super

What happens when you shoot a bubble — it bursts, right? Wrong, it splits into two smaller ones and then divides again until the screen's full of the little devils. Fast, furious, fantastic background graphics, nifty tunes and loadsa power-ups but what happened to the two-player mode — surely the SNES could've coped with it? All in all a good game but not quite great. ***GUNNS 80%***



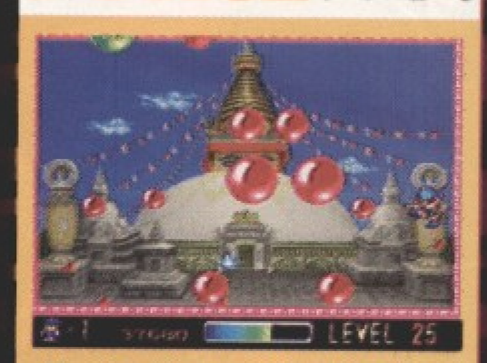
Blasting away with the beautiful Niagara Falls in the background. Aim the wrong way and you'll get your harpoons all wet and soggy!





The peaceful setting of Venice. No time to spend lazing on the canals though, it's time to play chase the bubble with this big laser gun.

FORCEFAX



Avoid any dynamite icons like the plague. They can make life very difficult by causing a big explosion and creating heaps of tiny bubbles which bounce around the screen.



Pang

N RATING

90% VISUALS
● Gorgeous backdrops from all over the world with fun sprites

78% SONICS
● Tunes to match each country with bland sound effects

80% PLAYABILITY
● Highly addictive levels but sadly no two-player game!

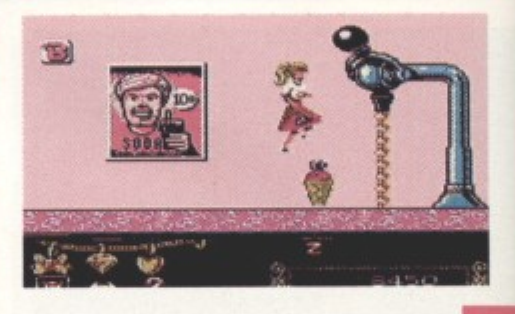
82% LASTABILITY
● Four difficulty modes keep the challenge going

81% FORCE
● A great arcade game let down by the lack of a two-player option

Producer: HI TECH EXPRESSIONS ■ Players: 1 ■ Price: £34.99
Supplier: VIDEO GAME CENTRE Tel: 0202 527314

WHO NEEDS BARBIE OR KEN WHEN YA CAN TOY WITH REAL LIVIN' DOLLS...

Dodge the beach balls or Barbs will lose some of her precious sleep energy and wake up. She looks really awful in the mornings!



Barbie

NES

Hi there, I wanna be your special friend. SHADES puts on a blonde wig and goes all girly...

We all remember those hazy summer days down the bottom of the garden, playing with dolls and having tea parties. What? You don't? Damn, my secret's out. I'll never be able to show my face down the pub again!

Almost every girl's dream is to become Barbie and live the life of a jet-setting glamour model (cobblers! —Ed) (yeah! —Clam), the boys can always dream of being her 'interesting' boyfriend, Ken!

This new *Barbie* game brings the cutesy chunk of plastic to life in a pink and fluffy platform game.

Barbie's gone for a snooze to get all bright and lovely for her big date with Ken. While asleep she has a strange dream all about shopping, mermaids and giant french fries. She needs the help of all her friends to find an outfit for the magical Fantasy Ball.

Three worlds have been created for Barbie, starting with the shopping mall. There's an underwater world where the blonde bimbo goes all fishy and becomes a mermaid and the 50's soda shop world, packed with sticky buns and greasy burgers, but watch out — she might go all fat and spotty!

The usual platform bitz 'n' bobs are littered around, with blocks, power-ups and obstacles to avoid. Barbie's armed, not with a Uzi 9mm, but with charms (nice).

Bows, diamonds and hearts have different effects when thrown at a friend. Little dogs, birds and cats help by chasing away meanies and opening up new exits. It'd be more interesting if the dogs chased the cats and the cats mauled the birds!

"Can someone please pass a bucket — I wanna puke!"

Carrot coughing

Can someone please pass a bucket cos I'm going to chuck. This *Barbie* game's the worst pile of pus on the NES for a long time.

The daft damsel struts around the first world, all skinny and lanky with a stupid pair of white high heels and wonders why she keeps getting knocked over!

Of course, the loveable character can't die, she just wakes up from her dream and loses her sleep. Lets face it, she needs all the beauty sleep she can get!

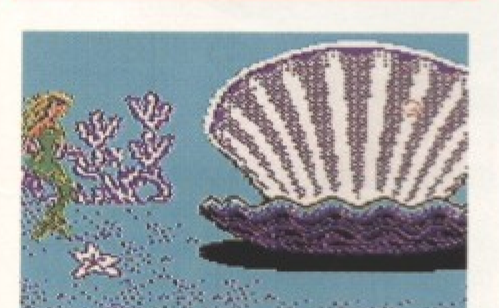
Unless you're a sad, wimpy individual with a fetish for frilly dresses I'd stay well away from *Barbie*. In my view most people would be too embarrassed to go to a shop and buy this anyway!

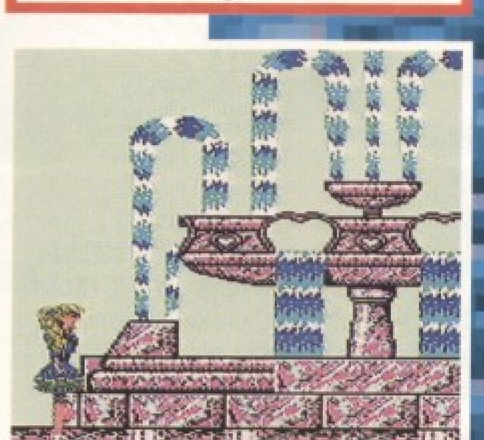
SHADES 31%

This little pussy will help her mistress by pushing the power up if given a magic charm.

Kites are deadly! Barbie can't duck so careful walking is needed here!

Use the little cat to finish the level. She jumps up at this pole and helps.







Fishy goings on at the bottom of the sea. Mermaid Barbie collects hundreds of points from the sea creatures.

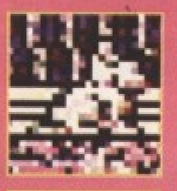
Barbie's buds


Cornet: found in the 50s soda shop, used to bung up the coffee and pop fountains.


Fish: this little fella will help Barbie out of a tight spot if she grabs his tail and takes a ride.


Sea horse: found in the under water stages, this dude scoffs star fish making an exit.


Queen crab: Barbie must rescue her and her husband from the watery prison — how quaint.


Puppy: instead of running off with toilet rolls this canine bites balls and stops enemies.


Pussy: great creatures that love chasing balls of wool and playing with dead birds.

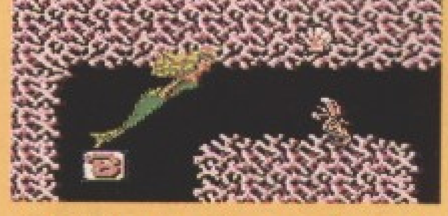




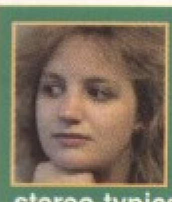


ZZ
5950

FORCEFAX



Cutesy puppies, pussies and sea horses come in handy for getting out of tricky situations. Try out all the charms on them and they're bound to come up with the goods.



Yeeeuch! Wotta soppy, mushy, naff game. Everything's all so nice and pink, from the wallpaper to Barbie's rather blocky complexion — give the girl a gun. I'm pretty sure females of the 90s are nowhere near as stereo-typically girly — it's just totally flickin' sexist. The main sprite's ill-defined and flickery, the gameplay's easy enough but a total bore and the sound's appalling. Barbie fans might appreciate it but I doubt it — the actual doll and your own imagination could produce much more fun.

ED 36%



N RATING

35% VISUALS
● Gawky characters and awkward level layouts. The intro's the best bit!

30% SONICS
● So twee and jolly it could be the next New Kids On The Block single!

32% PLAYABILITY
● Not really a game for serious game fiends, give it to your little sister

29% LASTABILITY
● Stand playing this for more than five minutes and you're SAD!



34% FORCE
● Don't even think about it — it's a pile of poo!

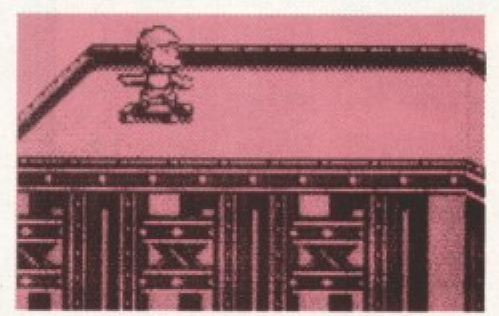
Producer: ACCLAIM ■ Players: 1 ■ Price: £24.99

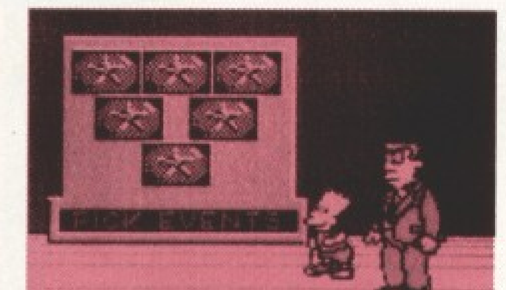


Bart Boy Vs The Juggernauts



Big yellow wigs, bulging eyes and edible shorts. Is this another of Gunns' parties or has SHADES gone bonkers...





Bart Simpson — the young whippersnapper with an attitude and lad who's appeared in more computer and console games than Mario and Sonic put together (probably)!

This time he's got himself into a Running Man style game show where contestants get hurt and maimed to win prizes!

The Juggernauts are a bunch of mean dudes with mohicans and no brains. They'd rather punch Bart's lights out than make conversation, and usually do! Master Simpson has to succeed in a range of bone-shattering games to come out smelling of roses.

Each game's introduced by a couple of weirdo presenters, with Bart making snide comments. The first two events are a skateboarding extravaganza and a hop, skip and fry.

Hip hop...

With a turbo skateboard and helmet to match, Bart zips down ramps and knocks a Juggernaut off his pedestal. The hop and skip game's played on a giant board with black and white squares. Black ones fry our little hero while white's safe. Get three balls to the other side while avoiding the

Juggs and panicking when the squares swop colour!

As with all Simpsons games this is packed with great art work from Matt Groening and some wicked animation, but are just far too difficult.

Patient Bart fans may get some fun out of it but your average games player should hate it from the word go!

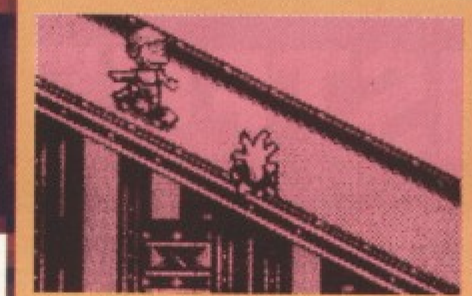
SHADES 70%




Yipes! Bart's shocked when he finds out electricity and shorts don't mix!

Take that you nasty Juggernaut. Serves you right for having a naff hair cut!

FORCEFAX



Stay in the middle of the ramp on the skateboard section dodging left or right when a Juggernaut pops up.





It's the two oddballs who host the whole affair.

This latest brain-bashing Bart adventure's certainly different. With insults at the ready, I stepped into the challenge and found some nice, cartoony graphics with lots of animation. The sound's okay as is gameplay, but some of the puzzles are just mind-bogglingly hard, like the Hop, Skip and Fry. All in all, not a bad game but not enough options and just too difficult.

FLUNKY 75%

N RATING

80% VISUALS
- Great Matt Groening pictures and lots of animation

75% SONICS
- Usual boppy Game Boy tunes and spot effects

72% PLAYABILITY
- A tricky game to get into with difficult events to play

75% LASTABILITY
- The difficulty level will put most off, unless they're Bart fans

73% FORCE



- Another great looking Bart game, but much too hard!

LONG WAVE RADIO ATLANTIC 252

£1000 LISTENER REWARD

During the past two years we've been working hard to find out what music you want to hear most. To help us play the best music for your taste, we'd like to know what you think of the following songs:-

SONG	ARTIST	RATING
EVERYTHING I DO	BRYAN ADAMS	
DANCING IN THE DARK	BRUCE SPRINGSTEEN	
SHOOP SHOOP SONG	CHER	
SOMETHING GOT ME STARTED	SIMPLY RED	
ETERNAL FLAME	BANGLES	
SAILING ON THE SEVEN SEAS	OMD	
TAKE MY BREATH AWAY	BERLIN	
SOMETHING HAPPENED	PHIL COLLINS	
CARELESS WHISPER	GEORGE MICHAEL	
IT AIN'T OVER TILL ITS OVER	LENNY KRAVITZ	
LITTLE LIES	FLEETWOOD MAC	
RED RED WINE	UB40	
SACRIFICE	ELTON JOHN	
BABY JANE	ROD STEWART	
SEAL OUR FATE	GLORIA ESTEFAN	
IT MUST HAVE BEEN LOVE	ROXETTE	
IF I COULD TURN BACK TIME	CHER	
WALK OF LIFE	DIRE STRAITS	
NOTHING'S GONNA STOP US NOW	STARSHIP	
WHEN A MAN LOVES A WOMAN	MICHAEL BOLTON	
YOU CAN CALL ME AL	PAUL SIMON	
ALIVE AND KICKING	SIMPLE MINDS	
IF YOU DON'T KNOW ME BY NOW	SIMPLY RED	
THE BEST	TINA TURNER	
ANOTHER DAY IN PARADISE	PHIL COLLINS	
SUNSHINE ON A RAINY DAY	ZOE	
THERE MUST BE AN ANGEL	EURYTHMICS	
ADDICTED TO LOVE	ROBERT PALMER	
CHAIN REACTION	DIANA ROSS	
CHANGE	LISA STANSFIELD	
DON'T YOU WANT ME	HUMAN LEAGUE	
SADNESS PART 1	ENIGMA	
IF YOU LET ME STAY	TERENCE TRENT D'ARBY	
SHOW ME HEAVEN	MARIA MCKEE	
ST. ELMO'S FIRE	JOHN PARR	
SALT WATER	JULIAN LENNON	
MYSTIFY	INXS	
OPEN YOUR HEART	MADONNA	
BOHEMIAN RHAPSODY	QUEEN	
MOTOWN SONG	ROD STEWART	
DON'T LET THE SUN GO DOWN	GEORGE MICHAEL / ELTON JOHN	
REAL GONE KID	DEACON BLUE	
ALONE	HEART	
LIKE A PRAYER	MADONNA	
GOT MY MIND SET ON YOU	GEORGE HARRISON	
LOVE IS A WONDERFUL THING	MICHAEL BOLTON	
EVERYBODY WANTS TO RULE THE WORLD	TEARS FOR FEARS	
WHAT'S LOVE GOT TO DO WITH IT	TINA TURNER	
KILLER	SEAL	
HEAVEN IS A PLACE ON EARTH	BELINDA CARLISLE	
I WANNA DANCE WITH SOMEBODY	WHITNEY HOUSTON	
THE LIVING YEARS	MIKE AND THE MECHANICS	

COMPLETE THE LIST USING THIS SCALE.

	RATING
LIKE THE SONG	1
DON'T LIKE THE SONG	2
DON'T KNOW THE SONG	3

SONG	ARTIST	RATING
WAITING FOR A GIRL LIKE YOU	FOREIGNER	
A GOOD HEART	FERGAL SHARKEY	
BABY BABY	AMI GRANT	
EVERY BREATH YOU TAKE	POLICE	
ALL CRIED OUT	ALISON MOYET	
MORE THAN WORDS	EXTREME	
BLACK OR WHITE	MICHAEL JACKSON	
I STILL HAVEN'T FOUND	U2	
HARD TO SAY I'M SORRY	CHICAGO	
LOSING MY RELIGION	R.E.M.	
ALL THE MAN I NEED	WHITNEY HOUSTON	
LOVE OF THE COMMON PEOPLE	PAUL YOUNG	
FAITH	GEORGE MICHAEL	
DOWN UNDER	MEN AT WORK	
COMING OUT OF THE DARK	GLORIA ESTEFAN	
NO SON OF MINE	GENESIS	
SWEET DREAMS	EURYTHMICS	

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BEST MUSIC VARIETY





Bill Beaumont goes for a wander as the other two players take a jog!

Roundball

2-on-2 Challenge

The exciting option screen allows you to choose players and modes.



Hold on a minute! Balls have always been round. I've never seen a square one yet! SHADES goes geometric...

This is basketball at its best with a game based more on team work than individual showing off! Up to four players can gather around the NES and play in teams for two-on-two action.

As with all sports sims there are tons of options — one-on-one or two-on-two half-court action and in two-player mode mates can be on your team or the opposition. There are exhibition or tournament games and steals can have easy, normal or hard levels.

Dirty dribbling

The sport has converted well onto the NES. All the visuals are excellent with some nice animation and an excellent sequence where players shoot for a basket. This flips the view to behind the back board with balls zooming out of the screen!

There's reasonable sampled speech — phrases like 'three minutes', 'blocking' and 'take it back' have been digitised in the traditional manner — not bad at all!

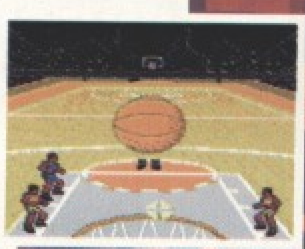
Of course, this type of game isn't much fun on your own, but as a four-player extravaganza it's great! Just select a basketball character to play with statistics flicking onto the screen and away you go! There's plenty to choose from but unfortunately no women — but then basketball was always highly sexist.

For a great game of basketball with your NES, have a dribble with *Roundball* — it's ball-bouncingly good!

SHADES 78%







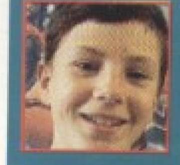
My my Mrs Miggins, that's a big ball.



FORCEFAX



When shooting for a basket, the sights move so slowly you can guarantee to aim dead centre — with a little bit of practice and patience. Then it's straight in the hoop and one in the eye for the opposition.



Not being the world's biggest basketball fan, I didn't really expect much from this game — what a surprise I got. It was incredibly easy to get into. Graphics are good with well-animated players easy to control. The sound's poor in places, but the voices are quite good for the machine. All in all, I enjoyed playing the game and would recommend it to any NES owners.

FLUNKY 75%

N RATING

70% VISUALS
● A great ball shoot sequence and average animation

68% SONICS
● Average music and effects that can be switched off

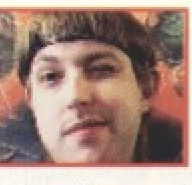
77% PLAYABILITY
● Simple options screens and straight-forward display

72% LASTABILITY
● A fun basketball sim with some neat sequences

77% FORCE
● Basketball at its best on the NES — definitely worth a bounce!

NES

North and South



I wish I was in Dixie, away, away. GUNNS definitely wishes he was in Dixie, cos that's where they make Jack Daniels...

Yeeehaa — go get them blue bellies cos *North and South* is here. It's time for them good ol' boys to stick it to them cottonpickin' varmits.

Or, if you're the other side, it's time to abolish slavery and make an actor president. God bless the United States of America.

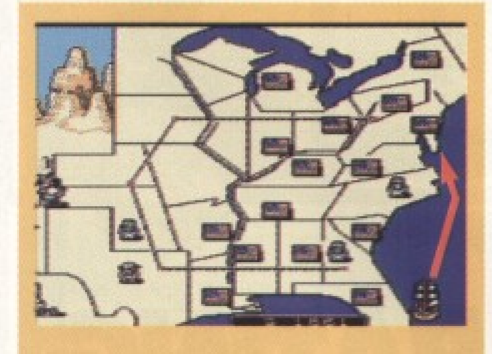
> **"Abolish all slavery and make an actor president"**

Baa baa baa?

Not quite a wolf in sheep's clothing this, more a sort of vole in sheep's clothing. To put it bluntly, it's a poor strategic game with some dire arcade action thrown in as an after thought.

As one of the protagonists in the American Civil War, move your limited forces over a map of the mid-west. The map's divided into areas of influence and a railway track runs through the middle. Your troops move one area at a time and the object's to control the railway and batter the enemy forces. There are three types of combat —

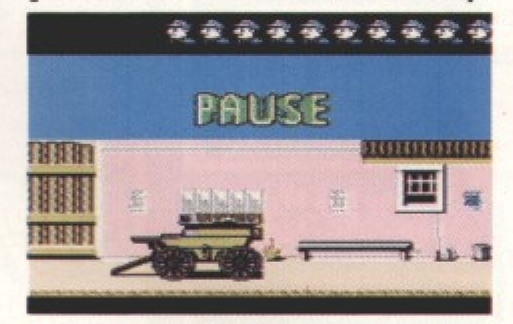
FORCEFAX



Join your forces together to make a bigger army. Capture the area of land on the Eastern seaboard where the ship lands to give you an extra unit of men (see arrow).

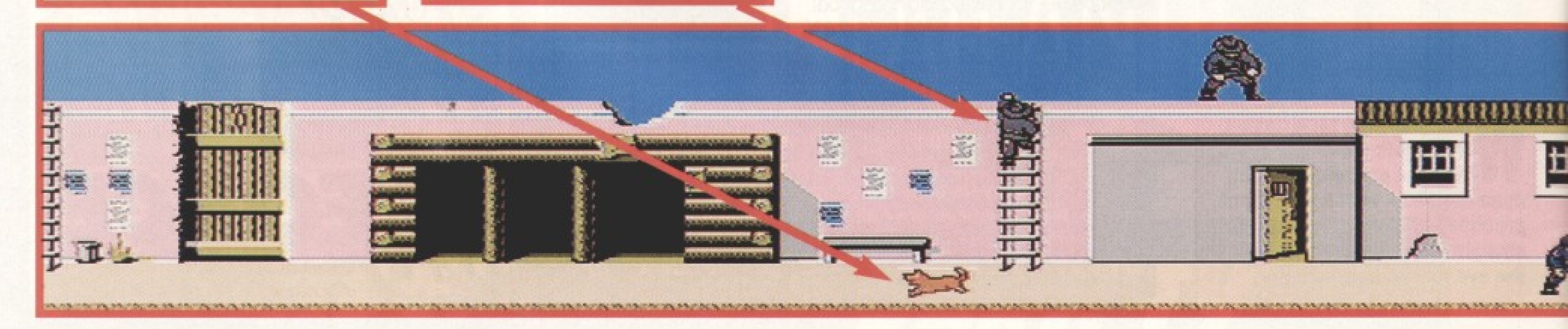


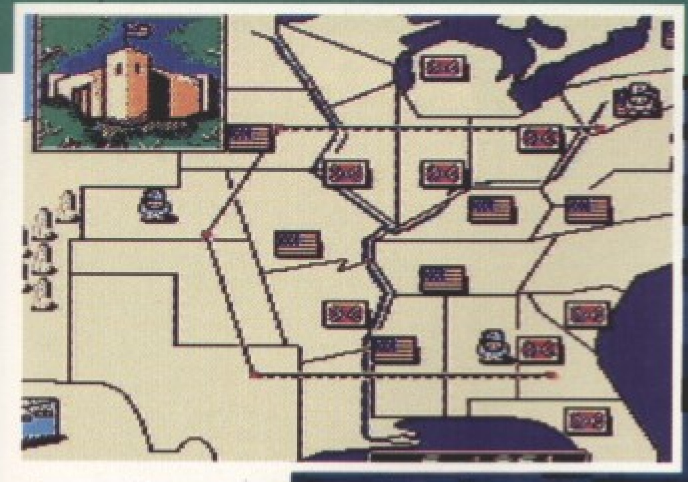
Half a league, half a league, half a league onward — over the bridge and get shot a bit! Bit of a dumb idea really.



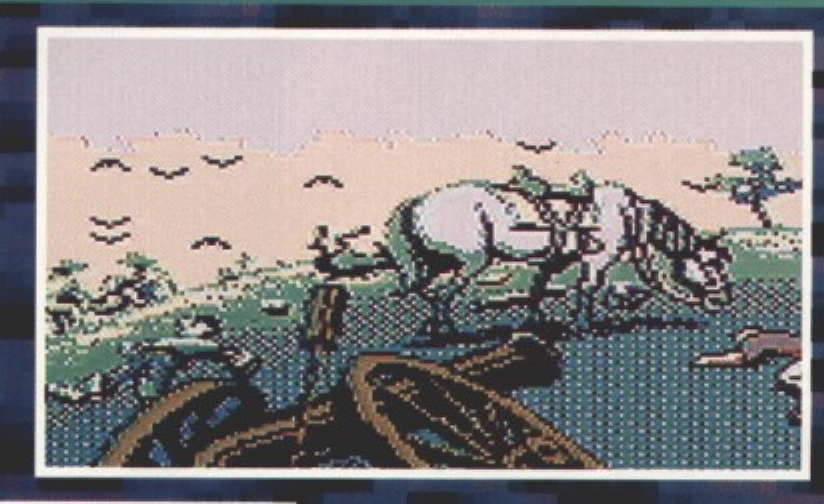
Woof, woof. Don't mess with the doggy — one bite and yer dead.

Use the many ladders to walk atop the wall, thus avoiding Fido.



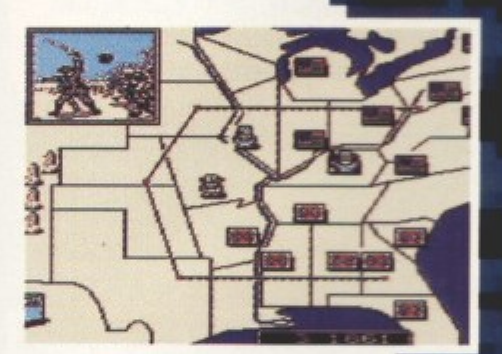


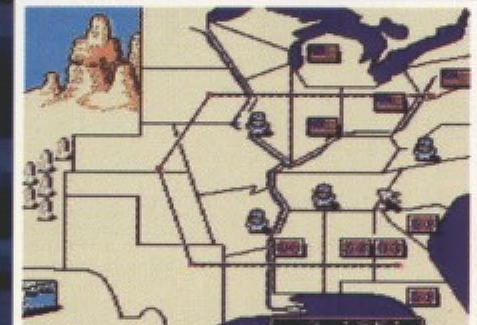
Below: yeehaa! Time to do battle with the Union.

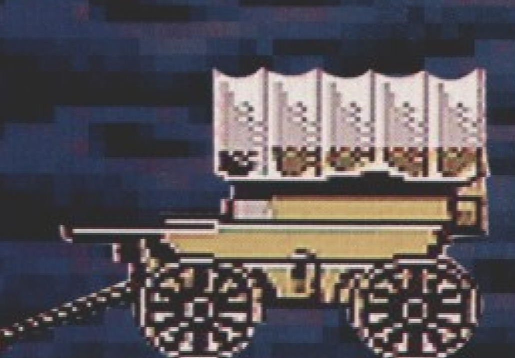


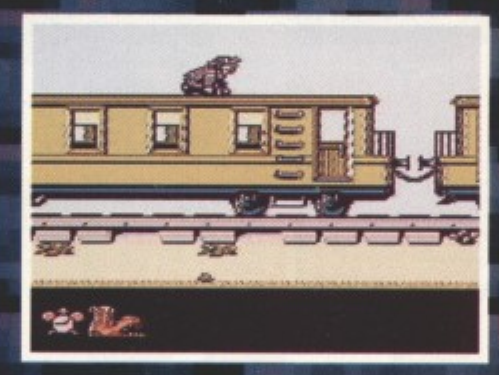
Above: haayee! Time to storm a fort instead.

Jump on the wall to avoid the dynamite, but watch out for the enemy.

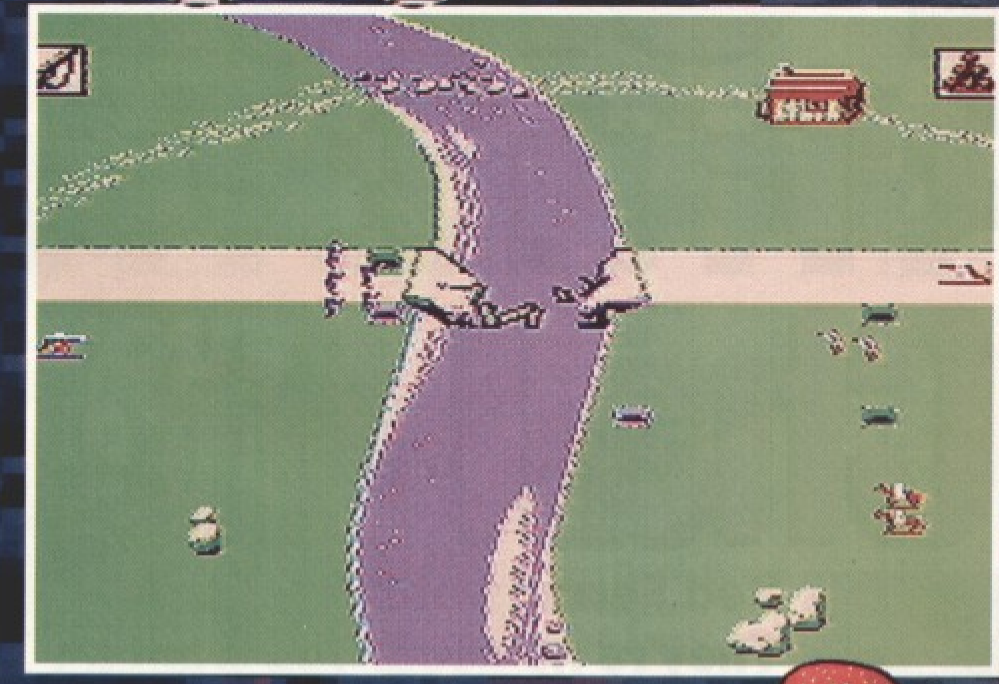








South



storming an enemy stronghold, capturing a train or a pitched battle over open ground for control of a bridge.

This is where the arcade action comes in with poor left/right scrolling beat-'em-ups for the fort and train sections and the crappiest troop combat sequences I've seen since the Spectrum 16K.

Sound strategy

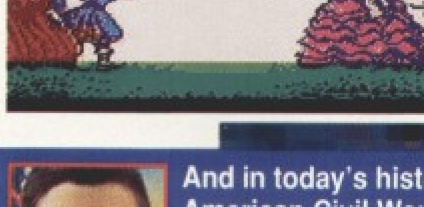
The idea behind this is sound — combining historical scenarios with strategy and arcade action — but lack of thought lets it down badly.

The graphics just aren't up to scratch and certain elements of the game are frustrating beyond belief. You easily get trapped on the fort-storming stages with no hope of success.

Really this should have been much better — there's no excuse for producing games as way off the mark as this. In short, give this one a miss.

GUNNS 37%



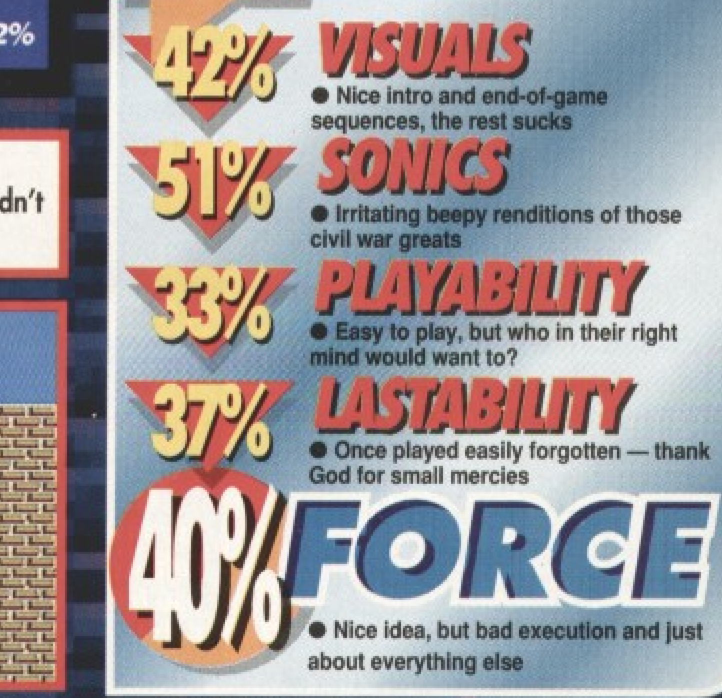


And in today's history lesson we reinact the American Civil War. This game's a poor battle simulation with crap graphics and bad sound. The gameplay's rather limited — you just move from State to State. The action begins when you meet up with the enemy, either in one of your States or one of his, but once you've got the hang of it, it's all over after about three moves — loadsa lastability. NOT! I wouldn't recommend buying this — it's just plain boring.

FLUNKY 42%

Look out — TNT! Step on this to defy Isaac Newton in a big way, just don't expect to walk afterwards.

Veni, vidi, vici — I came, I saw, I couldn't believe my eyes!



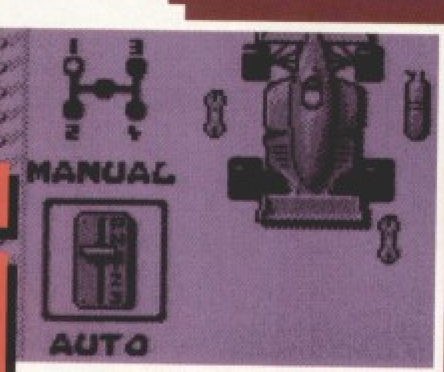


Producer: ACCLAIM ■ Players: 1 ■ Price: £24.99

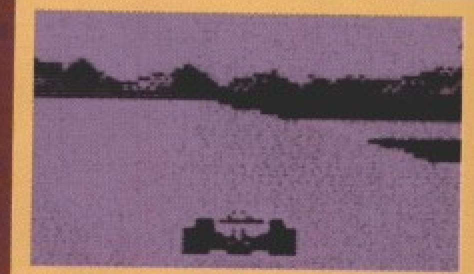


BOY

Ferrari Grand Prix Challenge



FORCEFAX



When playing racing games it's always best to select automatic gear box at first. You can then concentrate on getting the steering right.

It's time to choose those bits for your car again (left). Do you go for the six-speed box, nitro and wide slicks, or settle for fluffy dice and velvet gearstick cover.



Red Ferraris eh? They're no good. You want an ocean-blue Skoda like SHADES. That's a real car...

Motor racing. All that dirty oil, sweaty helmets and screeching tyres. Hours of fun but you need a bath afterwards! It's better to play the sport on your Game Boy!

Car driving console games come in two styles. There's the aerial view with fiddly cars and rotating track or the more realistic view with the backs of cars and a semi-3D effect. *Ferrari Grand Prix Challenge* has gone for the latter with some excellent graphics to show off.

Red devils

It's a reasonable attempt at motor racing with some good looking scrolling backdrops, zippy cars and messages from the pits appearing on the dash board. But it's the presentation and intro screens that make the game.

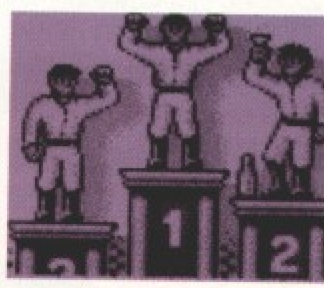
Digitised pictures of Ferraris, a scrolling line-up sequence, animated cars emerging from the pits and a great champagne celebration. This all goes into creating a fun and addictive game that stands out from the crowd.

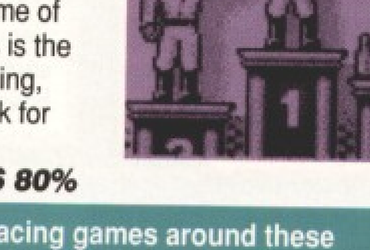
This is one of the most enjoyable racing games I've found on the handheld. The music's great, which makes a change for the Game Boy! Sound effects are the usual imitation lawnmower type, but that's no problem?

If you fancy a spin around some of the world's top racing tracks, this is the cart for you. Get your motor running, head out on the highway and look for some real adventure!

SHADES 80%

Foot on the floor, heat rising off the tar and the smell of high octane fuel and burning rubber in the air — is it Monaco or just looking for a parking spot outside Asda.





With all the F1 racing games around these days I groaned at the thought of playing yet another on the Game Boy. How wrong I was — this is one of the best racers I've seen on the Boy. But what sets this apart from the rest is the ease of control — it's a dream. The only thing I can't help wondering is why there's a position limit in the game. If you fall behind a certain position that's it, game over — dum huh?

GUNNS 83%

N RATING

81% VISUALS
● Lots of animated sequences and digitised pictures

72% SONICS
● Great music (for a change) but lawnmower-sounding FX!

83% PLAYABILITY
● Average racing sim but the presentation keeps you playing

83% LASTABILITY
● This is one driving game you'll want to continue racing

80% FORCE
● Champion racing game with some great graphics

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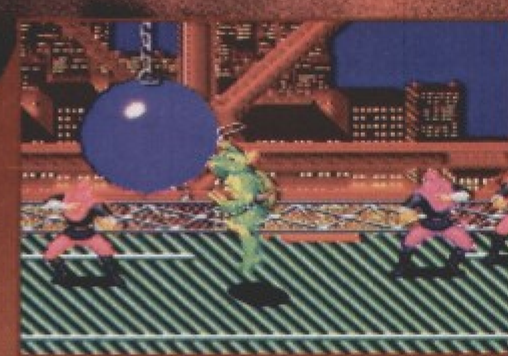
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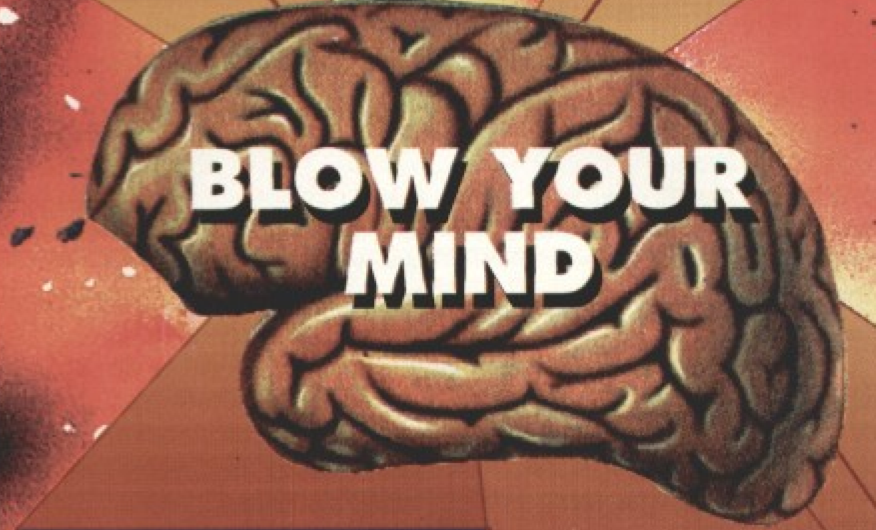


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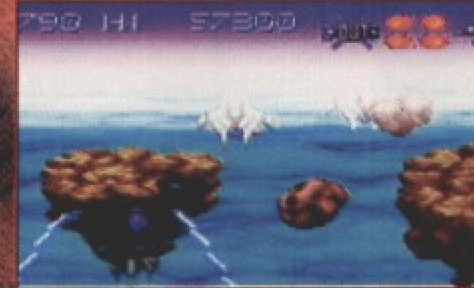
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King of the Monsters



Green, scaly and breathing fire — either Godzilla's got loose again or ED's having one of her better days...

Up from the depths, 30 storeys high, breathing fire and phoning Princess Di, it's *King of the Monsters*! No, that's not what's lurking inside Gunns' underpants, it's the latest offering from Takara Amusements.

The object of the game (surprise, surprise!) is to become king of the monsters. Defeat your fellow monsters, smash a few peaceful cities, kick the crap out of the Japanese army and you've got it made!

Choose one of four characters — Astro Guy (looking a right prat in tight blue spandex), Beetle Mania (looking surprisingly like a beetle), Geon (read that as being 'Godzilla') or Rocky (a walking, talking house brick!).

The terrifying titans have a variety of moves — kicks, punches, throws and holds to knock opponents to the ground.

Once they're sprawled out, jump on 'em and pin 'em down. It's all over in three seconds unless your opponent summons up enough strength to knock you off.

The action takes place in Japan, home of all those late night, tacky monster movies. As the pair of you fight, you take sizable pieces of the city with you and generally make a right mess of what was once a friendly little town! Oh well, I guess that serves the Japanese right for giving us Toyota cars and karaoke!

"It's ended up as nothing more than a limp lizard!"

In the options menu, choose the starting level, number of continues, difficulty level and loads of other things.

Take on the computer or play against another manic monster player! The two-player option's a riot, with the pair of you tearing through the oriental skyscrapers knocking seven shades of sushi out of each other!

The army trundle on occasionally, so teach 'em a lesson by stomping on a tank or battleship and then use it to club your opponent with — loadsa fun, but no bloodshed (damn!)

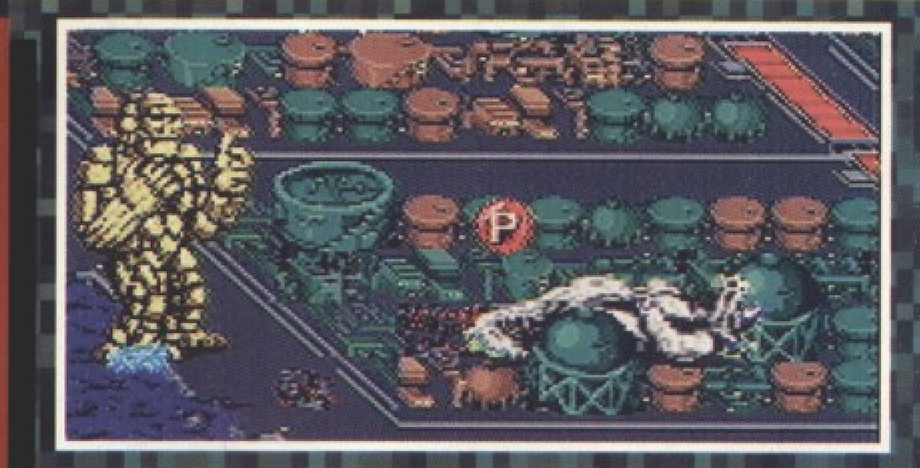
Unfortunately the game sucks in a few minor areas: the gameplay and interest factor! Once you've slammed Geon into the floor or used Rocky's head as a pogo stick, the fun starts to dribble away. What could have been a real monster of a game ends up as nothing more than a limp lizard! The large sprites are nothing to shout about and the in-game FX are a real let down.

Beat-'em-up fans might love it, but I'd stick to something a bit tougher like picking the fluff from your navel! It's a lot more terrifying! ***ED 72%***



This is a beat-'em-up with a difference! Instead of poncing about in a wrestling ring or prancing around the world bopping people on the nose you get to become a monster and wreck a city while scraping! The cityscapes look like something out of *Sim City* complete with burning buildings, cars, tanks and children's playgrounds! All the monsters are packed with great animation and some wicked moves, the trouble is the game is a bit limited. After beating a couple of weirdos you want to explore the city and cause some more havoc! Not a bad twist to the beat-'em-up style but you'll soon be bored.

SHADES 68%





Kerpow! Up from the depths, 15 stories high, a horrid monster attacks causing mayhem and madness in the city.

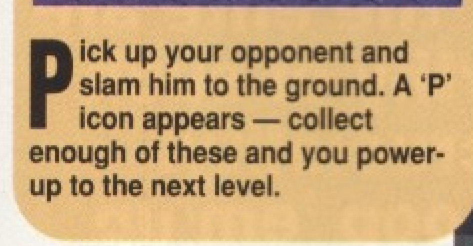






Ouch! Two hulking beasts battering each other with blood-stained claws. It's Saturday night at the local disco!

FORCEFAX



Pick up your opponent and slam him to the ground. A 'P' icon appears — collect enough of these and you power-up to the next level.

Fire bombs over the city scape (below). This game's like playing *Street Fighter II* on top of *Sim City*! A strange combination but loadsa fun.





All four of the terrifying monsters ready and waiting for action (above). Hold on! That's Captain America isn't it?

Don't stomp on that school (below)! You'll hurt your foot.





Battle of the titans — in the bath (right). Take your monster for a maul in the water, just watch out for your opponent's scaly bits and his bad under-arm odour!





N RATING

80% VISUALS
● Excellent monster animation and crushed cities

60% SONICS
● Dodgy music and the FX are generally a let down

69% PLAYABILITY
● Great to begin with but you'll soon get bored

59% LASTABILITY
● Monster fans will love it but there's not enough to last

70% FORCE
● There are some neat touches but it soon wears thin

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N RATING

100% VISUALS
● Cor Blimey!!! Feast yer eyes on these and you'll never want another!

100% SONICS
● They're louder than an Iron Maiden concert!

100% PLAYABILITY
●Wear these and the love of your life won't be able to put you down!

100% LASTABILITY
● Top quality, never out of fashion —hand 'em down to yer grandkids!

100% FORCE
● Whatever your age, size or sex these are just utterly unmissable!

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Grab that meat cleaver, poker, cast-iron frying pan and Acme 100-ton weight cos it's time for GUNNS to go play with the cat — hur, hur, hur...

Tom and Jerry



Thomas! Come here you good for nothing cat. Swish, swipe! Clang! Oww, oww, oww! Oh no, the cat's got a pan-shaped head and the poker has mouse-shaped dents along its length. Yep, it's *Tom and Jerry* an' wotta game it is.

Tom's finally got himself sorted out cos he's caught Jerry's pal Tuffy and locked him in a trunk in the attic.

Acme rocket pack

Slip into Jerry's mouseskin sneakers and scurry through 15 levels from the basement to the loft. Battle past spiders, toy soldiers, false teeth, bees, snails and much more.

Not all of these are dangerous — some, like the bees, just push you about. Tom, however, crops up five times to try to thwart your progress and you need to use your marbles (the ones you pick up and the ones between your ears) to defeat him.

With power-ups galore and secret rooms to explore via mouse holes hidden on certain levels, this is a great platformer. The graphics let it down a bit but the cartoon soundtrack is bitchin'.

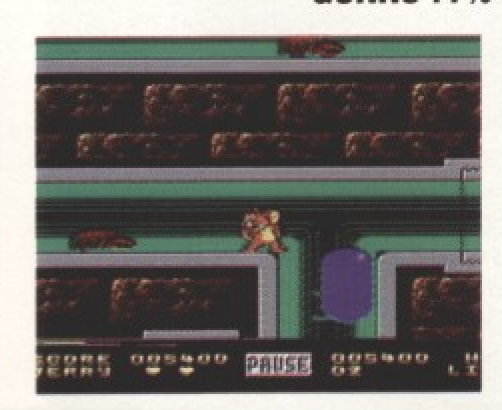
A case of all quiet on the originality front — nothing to write home about — but a hell of a lot of fun.

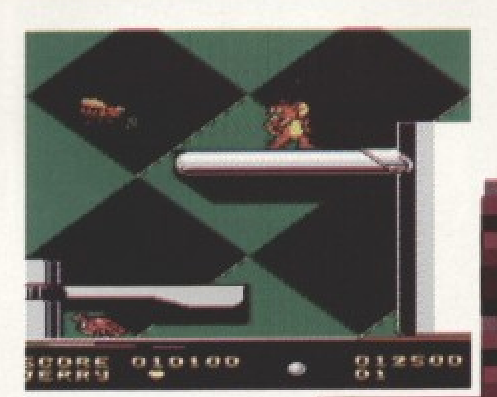
GUNNS 77%

Avoid the false gnashers (they bite) and take care by the spiders' webs cos they slow you down — like too much pasta.

FORCEFAX

Always keep [UP] pressed on the joypad. Then, if you fall past a pipe or ladder, you cling on and won't fall to a messy death — mouse pancakes, yum, yum!







Yeh-hey! One of my favourite cartoon double acts of all time immortalised on the NES! This is a fantastic game where you play Jerry as he hops, skips and jumps through some really tough levels of platform action. None of the characters the little mouse comes up against have been seen in the cartoons, except for the big bloke at the end of each world. Tom's huge! He fills up the whole screen and makes life a right misery. *Tom & Jerry* is a great platform game with lots of challenging stuff.

SHADES 83%



Fall for more than half a screen and lose one energy unit.

Cat bits!



A hammer for hitting all those snails



Don't go near these, they're trouble



A tasty lump of cheddar for power



Bumping bees bounce you 'bout



A lobster down the sewer? Very odd...



Meet Tom, your bestest mate!



A rather frightening looking spider







N RATING

78% VISUALS
● Nice chunky sprites but some nasty flicker and screen corruption

88% SONICS
● Top notch tunes — made me want to tie dynamite to the cat's tail

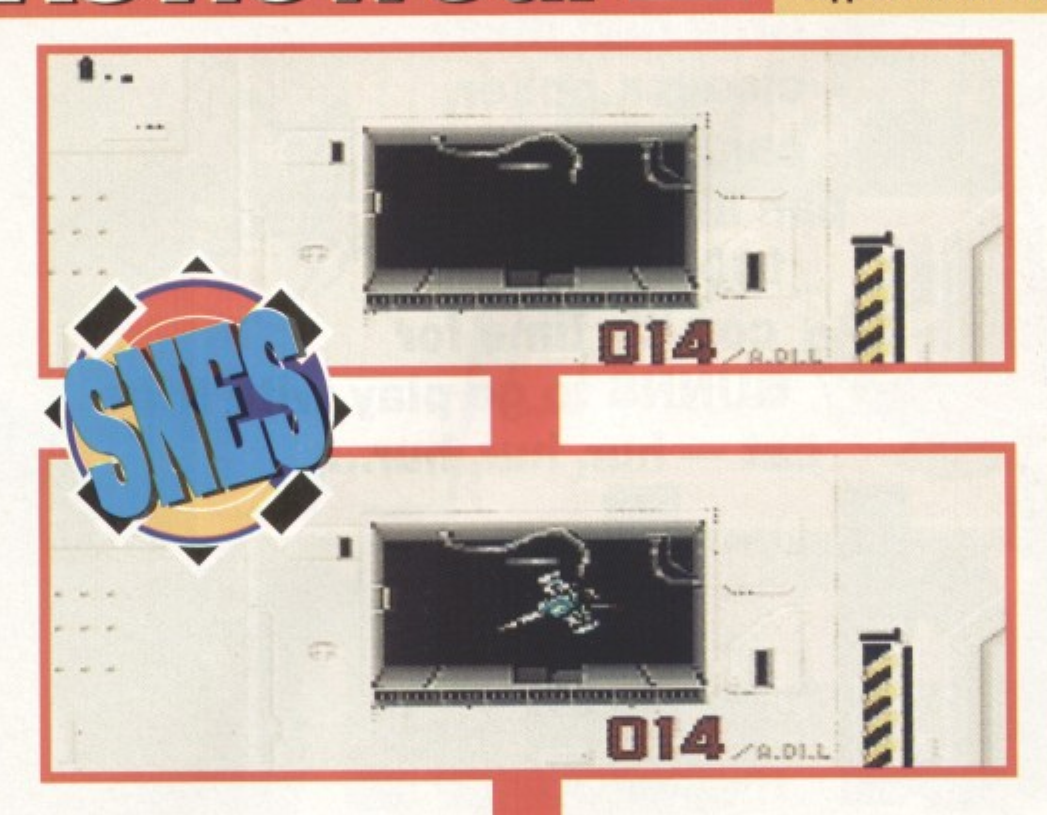
75% PLAYABILITY
● A little difficult to control but you soon get the hang of it

76% LASTABILITY
● Heaps of fun, but may be a touch too hard towards the later levels

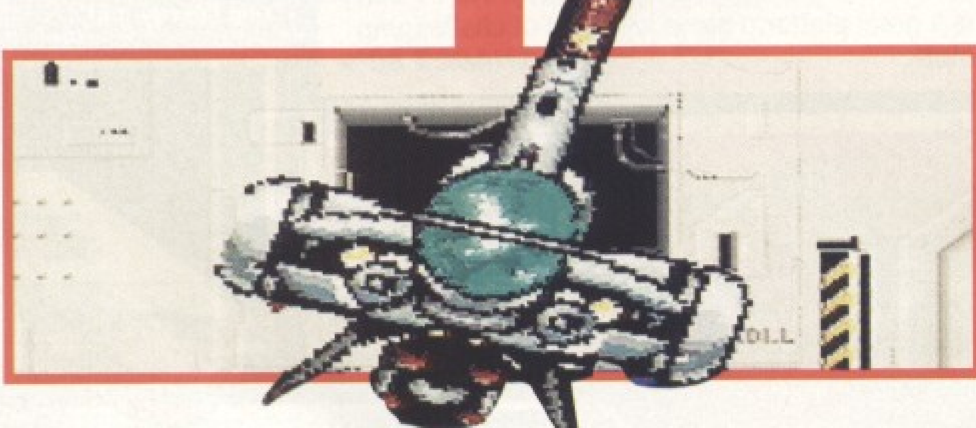
80% FORCE
● Standard platform action but well presented



Producer: KEMCO ■ Players: 1 ■ Price: £TBA
Supplier: KRAZY KONSOLES Tel: 0422 342901





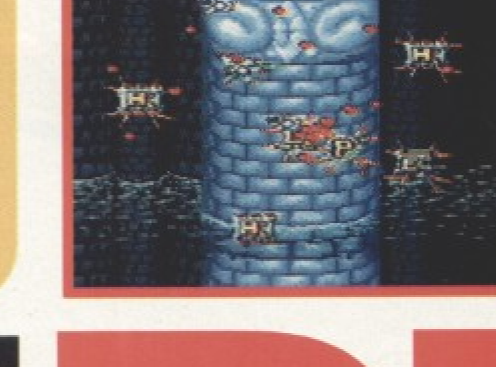


Look out! Run for cover and scramble those long green fighter things! GUNNS didn't want to review another shoot-'em-up — but he is long and green after all...

FORCEFAX



To finish off the hedgehog guardian at the end of Level Six use a special attack first (E is probably the best) then stay over at the left of the screen dodging up and down and shooting at its head when it opens its mouth.





This great new industrial hoover is ideal for removing even the toughest of dirt particles. Blast it away for lots of points.



Leap into the cockpit of the Enforce Fighter — Starsys designation A-144/R Phalanx — the most advanced geo-stratic weapons delivery system and longest, greenest ship known to man.

The year's 2275 AD. You play Riki Sanada, your mission — to blast the Alien scuzz balls off the recently-occupied planets through any and all atmospheric and environmental conditions.

> **An enjoyable game but just far too unoriginal**

Mission one: Assault — skim through the clouds and over cities to take out hordes of invaders. Watch out for power-ups hidden inside large chunks of rock and flak towers that look like bits of the parallax background.

Mission two: Under water — fight against the current flowing right to left, avoiding the vertical barriers that rush towards you leaving only a small gap at top or bottom. There's a bonus stage off the top of the screen at about the half way mark full of power-ups — but beware, most are booby-trapped.

Mission three: Bio cave — this level's a real can of worms. Dodge through caves and narrow passages — much easier at reduced speed. The only way to do this is with practice but use your E special weapon to see off the end-of-level guardian.

Mission four: Deep core — speed along the vast underground cavern deep beneath the planet's surface. Down here the bad guys come at you thick and fast and the guardian's the biggest yet. Wait 'til his belly section detaches and blast it!

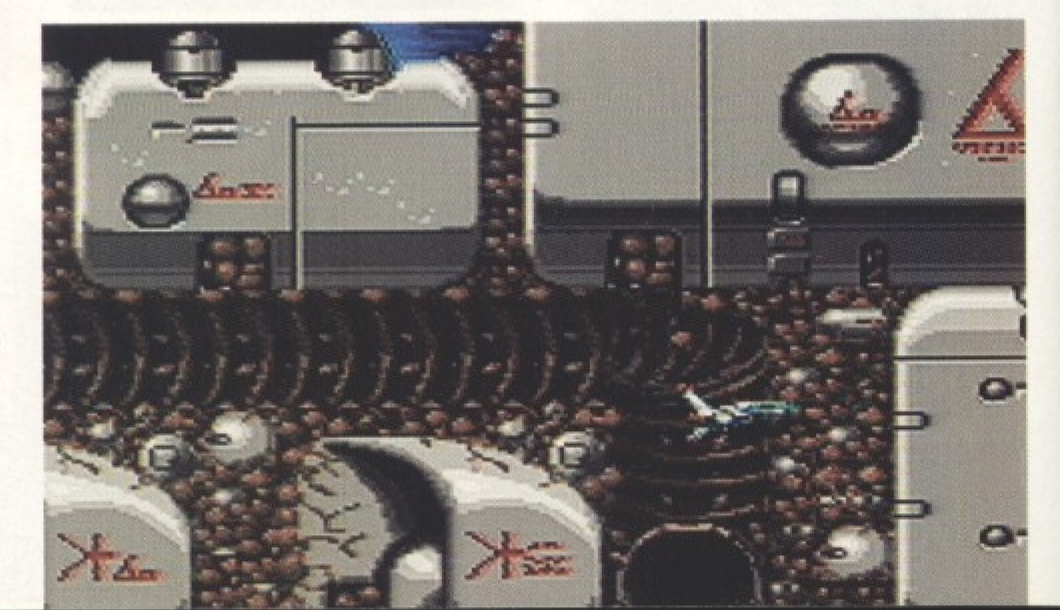
Mission five: Destroyer — just an enormous ship on this level! Blast everything on the exterior, then enter the main body via the hatches to reach three interior compartments. All you have to do then is to destroy these to clear the level! Cinch — whadya reckon?!

End game — what about the other three levels? Well they're all damn hard but watch out for the blue whirlpools which hold your ship stationary and the blue rings spewed out by the Level Seven guardian — avoid these cos if you touch them they're replaced by lots of nasty bombs!

Unfortunately, apart from a few neat bits of scaling, this is nothing new. It's the standard blast-the-smeg-out-of-anything-in-sight formula with hardly any original touches. Options-wise you get four difficulty settings to keep you busy, but with only limited continues it takes ages to complete — the difficulty level's just set too high which makes it just far to hard to get into or start to enjoy.

Phalanx is really enjoyable but just too unoriginal to be considered anything more than a better than average shoot-'em-up.

GUNNS 71%

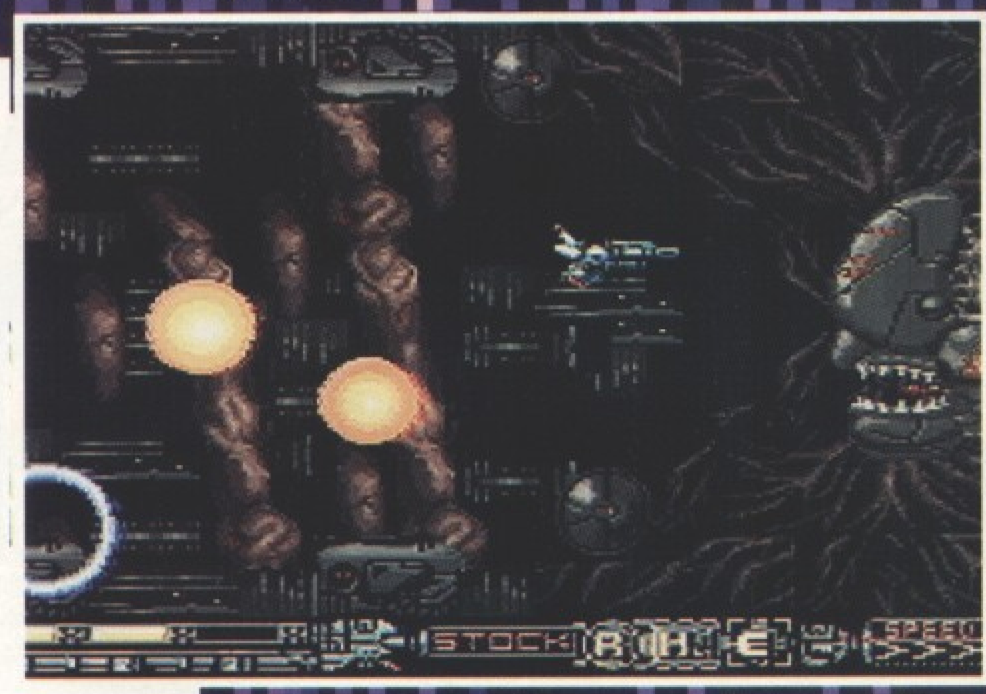





Battle through to the end of Level Two and be greeted by a huge blue spaceship. Friendly? I think not.


Flying high above what looks like Wolverhampton ready to blow the arms off this glorified lawnmower.



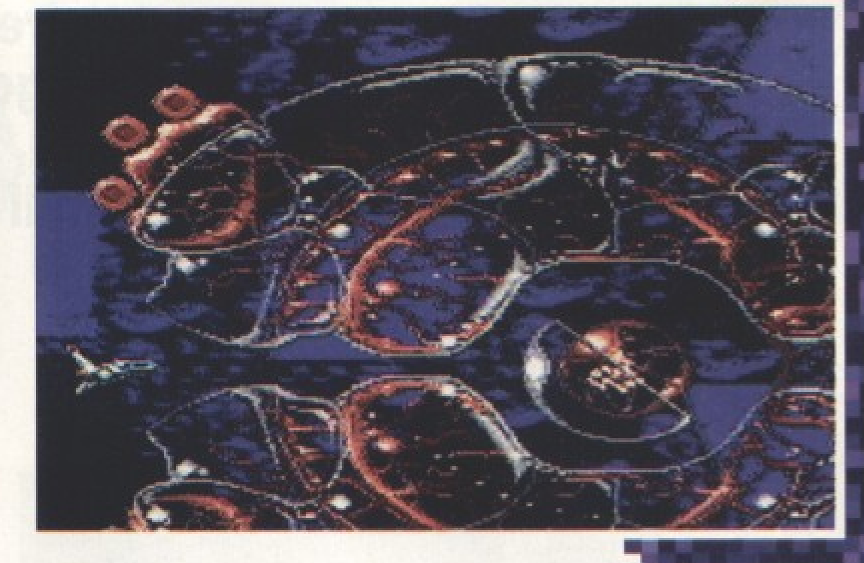


halanx





Is this the end of the game or is it just an enormous jelly fish? Poke a stick at it and see if you get stung! Better still, blast the thing with a mega laser.





This ace action-packed shoot-'em-up's similar to all the other major games of this type but thrilling 3D graphics set it slightly apart. The difficulty level's set too high, but it becomes easier with practice. Sound's not as convincing as it could be — your own gun's silent! A reasonable addition to any shoot-'em-up fan's collection.

FLUNKY 76%

N RATING

83% VISUALS
● Clean, sharp graphics and nicely animated sprites

74% SONICS
● Good background music but only average FX

70% PLAYABILITY
● Control has to be very precise and the difficulty level's too high

71% LASTABILITY
● Addictiveness soon loses out to frustration

74% FORCE
● Looks like a prince — plays like an absolute pig.

Producer: NATSUME ■ Players: 1 ■ Price: £54.99
Supplier: TELEGAMES Tel: 0533 880445

OW!

?

!

NICE HAT! NICE BAT!

SNES

Spanky's Quest



There's some monkey business going on around here! SHADES goes back to his primeval roots...

Feeling fruity? I hope so cos there's some juice to spill in this arcade corker. Spanky the monkey's a streetwise hairy kind of hero with a large collection of hats to show off. Sounds weird eh?

It all started with a wicked witch and her pet crow. Spanky was strolling through the woods when she cast a spell sending bricks from heaven.

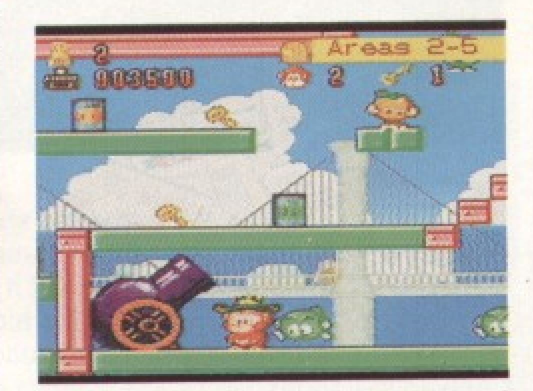
Talk about gorillas in the mist, this one is creating his own with the fire from his breath! He might bake that poor, defenceless apple!

These bricks quickly formed into wild towers and trapped our hero.

The cackling culprit wanted to use Spanky as a playmate and turned the fruit in his picnic into monsters for a bit of a laugh! To escape from this dark world, collect all keys from the fruity foes and defeat end-of-level produce to kill the witch — easy life!

> **"A refreshing change from boring, run-of-the-mill games"**

To kill monsters, throw a magic bubble into the air which explode and grow bigger and better every time Spanky heads it.



Spanky goes all country bumpkin like with his trendy straw hat. Jumping in the cannon will send him flying!

The strange gameplay of *Spanky's Quest* takes some getting used to. I've never come across a game before where you spend the whole time heading a ball. It certainly comes out top in originality, especially with the hats throw in!

Weird and wonderful

The traps found in some levels are great fun. Gorilla statues spitting fire, metal-squashing boulders, egg cannons firing birds, fire crackers and human cannons! With all this and some excellent animated backdrops there's never a dull moment.

For a refreshing change from boring, run-of-the-mill games get *Spanky's Quest*. There's plenty of monkeying around, it's bound to give you a good laugh, and you'll definitely have a ball!

SHADES 80%





Little did poor Spanky know his tasty banana would turn nasty and gobble him up!

Hat-Trick!



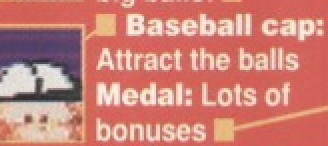
Straw hat: Slows down the ape

Viking hat: Save from three hits



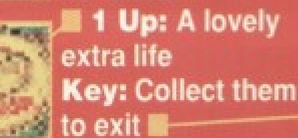
Feather hat: Speed up the game

Top hat: Instant big balls!



Baseball cap: Attract the balls

Medal: Lots of bonuses



1 Up: A lovely extra life

Key: Collect them to exit





Under water is a dangerous place. Spanky slows down and the bird firing egg plant could soon pop him off!



Blast away the wicked witch and her trusty crow comes to save her skin. Anyone got a BIG shotgun?







What's this? Psychedelic Spanky! When he's been hit by a frosty fruit our hero flashes for a while to help him recover.

FORCEFAX



Look out for secret walls in some of the levels. By exploding them special levels can be found for huge bonuses



'I'm forever blowing bubbles, pretty bubbles in the air...'. No it's nothing to do with West Ham, but it's got lots to do with a real cheeky monkey called Spanky. *Spanky's Quest* is a classic bit of platform action — simple, straightforward graphics with some neat animation and basic, but addictive gameplay. A progressive level of difficulty caters for all abilities but really nothing new here. If you're a real platform freak this is worth a look, but for all the rest of you there are much better offerings available. **GUNNS 69%**



N RATING

82% VISUALS
- Animated backdrops, lots of cute sprites and an unskippable intro!

79% SONICS
- Slightly irritating but jolly tunes with average spot effects

85% PLAYABILITY
- The original gameplay's simple to grasp but really tough

80% LASTABILITY
- Being so difficult, the game can get annoying — but fun

75% FORCE
- Highly original arcade game that'll send you bananas!



Producer: NATSUME ■ Players: 1 ■ Price: £24.99
Supplier: VIDEO GAMES CENTRE Tel: 0202 527314

Spanky's Quest

GAME BOY



P.G. Tips? Naw, GUNNS 'n' SHADES just want to bounce their balls, have some Spanky hanky panky an' ape it up a bit...

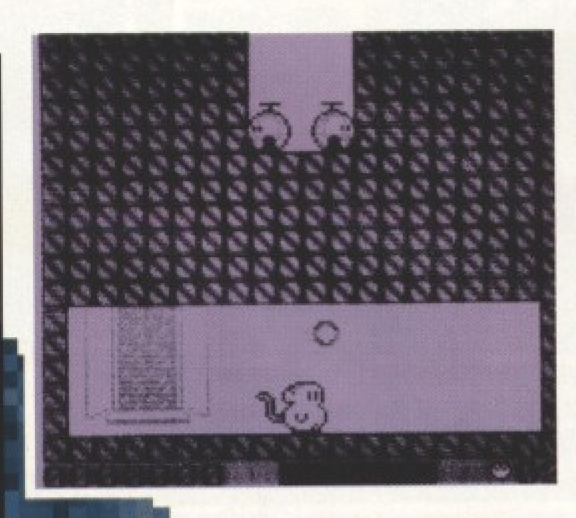


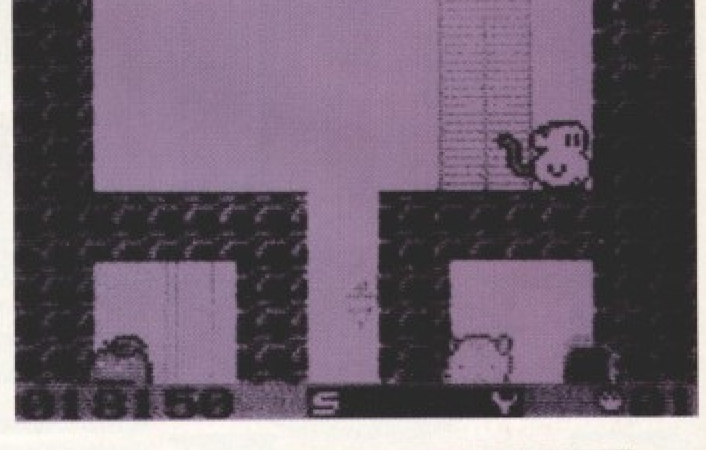
Blow them bubbles, over 'ere son on me 'ead. No, nothing to do with football — it's that cheeky monkey again and he's playing with his balls once more.

Bounce your way through five worlds and 68 levels avoiding mutant picnic fruit and the unwanted attentions of a nasty crow.

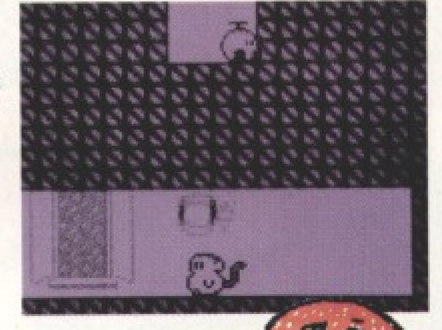
Shame about this really — it just don't come up to scratch on the playability scale at all. The major problem's the way the sprites flicker making distance judging and stuff damn difficult. Graphically, it's a real let down — we've seen how a Game Boy and SNES game can look and play equally as well in the case of *Parodius*, so there's no excuse for a naff conversion like this. Even the sound's limited to an annoyingly repetitive beepy tune.

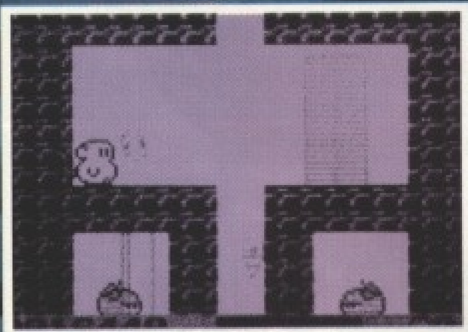
Sorry guys — nice idea but way off the mark. Just not good enough, must try harder. ***GUNNS 57%***



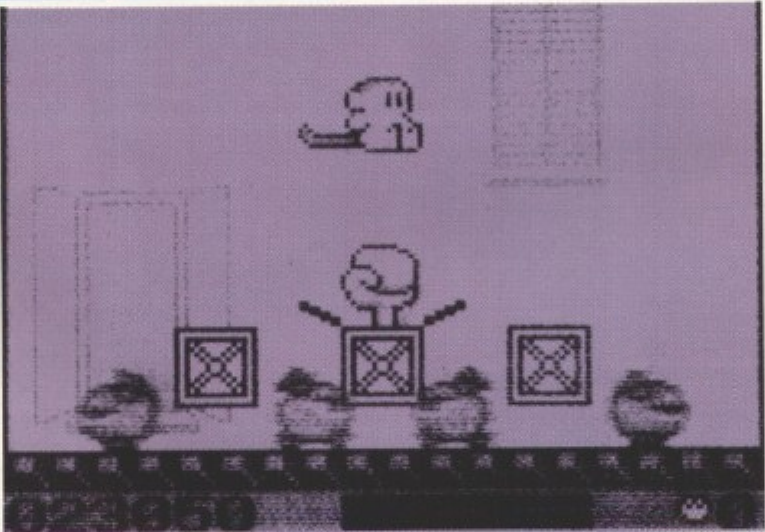


ABOVE: nice and easy this one, just spit out the balls and bounce them to the largest size before bursting for maximum effect.

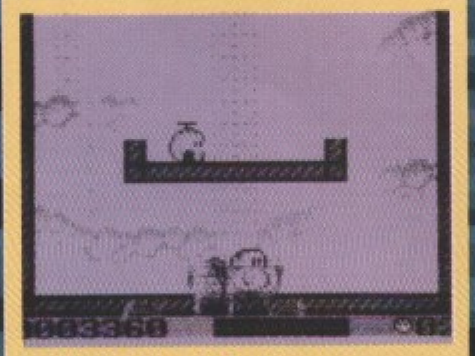




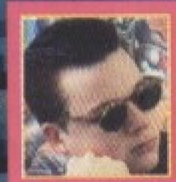
BELOW: jump like mad or suffer a boxing glove up the bum!



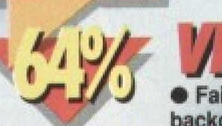




Always try to batter your enemies from below because you need to head the ball to turn it into an attacker! The trick is to bounce it long enough to create a good weapon.



What have they done with the conversion of *Spanky's Quest* on the Game Boy? They've changed the cute and cuddly monkey hero into a bush baby character and altered the way the little chap attacks. This makes the gameplay totally different to the SNES version, but it's still quite fun. *Spanky's Quest* is one of those great Game Boy arcade games that you can come back to again and again, especially with the special password system. Hours of fun. ***SHADES 72%***



N RATING

64% VISUALS
● Fairly basic sprites — the backgrounds are a touch better

62% SONICS
● Decidedly average. A naff tune you can't even turn off

62% PLAYABILITY
● Easy in parts, but just too difficult in others

58% LASTABILITY
● Real fans may want to come back for more but we doubt it

65% FORCE
● Sub-standard version of a good game, more thought would have paid dividends



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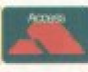
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Spin me round, like a record baby! SHADES goes for a twizzy in the middle of the room and gets all dizzy!

Spinning tops have brought hours of fun to kids around the world. I used to have a great one that hummed and knocked the cat flying if he went near it! The spinner in *Spindizzy Worlds* has more of a purpose. Called GERALD, it stands for Geographic Environmental Reconnaissance And Land Mapping Device.

GERALD starts with a full fuel bar and a goal to reach. Collecting diamonds and pods increases the fuel and triggers warps and exits around the level. Each stage has its own puzzles to solve, starting with simple tasks to introduce the game elements and becoming frustrating impossibilities!

> "This is a real thinker's game"

Great gyrations!

Stages are shown in isometric 3D, and are made up of pillars, warps, switches and different terrains. In addition to the normal ground tiles, there are rubber ones for bouncing on, icy ones for skidding, lava, lifts, sand and even pretty ones covered in flowers!

Spindizzy Worlds is a game unlike any other on the SNES. Consoles are famed for their platform adventures and shoot-'em-ups, but this creates a whole new genre of game playing! Some of the manoeuvres are highly intricate with pixel-perfect precision essential. Other levels are more rough and ready with chutes to fly down and walls to jump.

Wicked whirling!

This is a real thinker's game. Blasting, beating or bouncing fans can leave the room right now! From start to finish the game looks like an executive toy with lots of shiny balls and geometric shapes — it's quite fun to play though.

Puzzles involving switches, lifts, one-direction gates and warps are set well out of the reach of your average game fiend. The creators of *Spindizzy Worlds* have aimed for the more advanced player.

If you feel you are up to a highly sophisticated spin about then consider *Spindizzy Worlds* — it'll drive you round the twist!

SHADES 82%



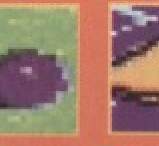
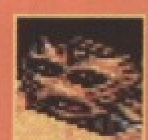
It's best to hold down the speed button all the way through the level. At normal speed GERALD finds it difficult to get up some of the banks. The yellow barriers will stop the dude flying off the edge so he can move like the wind!



Spinning tops and 3D landscapes, this is one smart looking game, but what a devil to control. Okay, so it looks like *Marble Madness*, but it plays a hell of a lot better. The only niggle is that the control system's extremely twitchy and the need to be pixel perfect's essential. This aside, the multi-view isometric playing area's great to behold, and the animation and scrolling are both smooth and flicker free with no perceivable slow down. With loadsa levels and a very high challenge level this is a must for puzzlers everywhere. *GUNNS 78%*

Spindizzy

Revolutionary!


GERALD: this is the player, spinning away and getting into mischief!

Pods: gulp! Collect these for extra fuel points.

Diamonds: these provide more fuel than the pods.

Gargoyle: shut off the entrances to other parts of the level.

Switches: control lifts, doors and anything else that can be switched!

Gates: these light up when touched and can affect lifts.

Someone's been playing with their Lego set! Where are those strange Lego people with wonky arms?

The ramp races are the fastest sections in the game. Not all the diamonds need to be collected so just dash for the finish.



You need a very steady hand! Watch out because some levels can create an optical illusion, which usually ends with GERALD falling through into space.

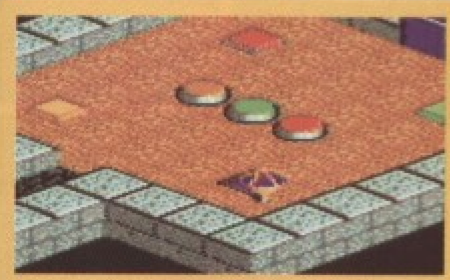


With 33 seconds to go there's lots to do. Collect all the coloured pods and race down the bank to the warp.





FORCEFAX



If a level looks impossible to solves use the [L] and [R] buttons to turn it through 90°. This may uncover a secret tile that was otherwise hidden.



Worlds

N RATING

83% VISUALS
- Impressive isometric landscapes but quite dull colours and details

80% SONICS
- Thumping intro tune and the odd slurp and thud effect

84% PLAYABILITY
- Plenty of levels to explore and tricky puzzles to solve

81% LASTABILITY
- Lots to do but the gameplay can become frustrating

82% FORCE
- A unique 3D puzzle game for the more advanced game fiends

Producer: ATHENA ■ Players: 1 to 4 ■ Price: £43.00
Supplier: KRAZY KONSOLES Tel: 0422 342901

SNES Super Bowling



What can you do with ten pins and a ball? Create Voodoo Sonic dolls? Make pin cushions? Oh dear, SHADES has lost his skittles...

Saturday nights, bottles of Coke, burgers and *Super Bowling*! What a brilliant way to spend an evening. If you can't make it down to the local bowling alley then give this great new game a spin.

All the razzamatazz of the real thing's been converted to the SNES with bucketloads of animation and attractive sprites. There are three different games to play — the Turkey Bowl, Golf and a practice mode.

Pin power

Turkey Bowl's your normal action-packed bowling game with ten pins, different ball weights and up to four players playing together. Choose from four different characters who control the aim, spin and speed of the ball.

I'd never come across golf in bowling before this cartridge — very strange. There are set arrangements of pins to knock down and depending on the number of bowls, you score points and get par, bogey and birdie.

Select practice mode for a special section where you can

Strike! Wotta game — big chunky sprites, fast smooth animation, terrific sampled FX and a lively but annoying in-game tune. A terrible game to play by yourself but with two or more players it's great fun. But the test of a good bowling sim is whether or not you can make a seven ten split from the far right of the lane with right hand spin. Well I gave it a try and the answer's 'yes', no probs **GUNNS 76%**



Reviewed!

Producer: BULLET-PROOF ■ Players: 1 or 2 ■ Price: £49.99
Supplier: VIDEO GAMES CENTRE Tel: 0202 527314





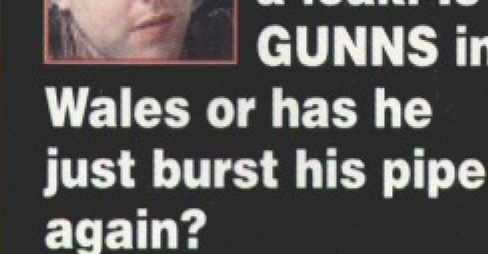


LEFT: that isn't the way to go!
RIGHT: not the best way to get that swimming pool the wife always wanted...









Oh no, it's a leak! Is GUNNS in Wales or has he just burst his pipe again?

There's been a bit of a cold snap in the neighbourhood. All the pipes have burst, the kitchen's flooded, the basement's full to the brim and you don't want to know what's happened in the toilet!

In this classic puzzler, save houses from flooding by replacing broken sections of drainage. Run sections of pipe from the water main to a point where it joins the main supply.

Sounds easy huh? Unfortunately no. Feed the pipes which have to be a minimum length and are randomly generated, a lá *Tetris*, around all sorts of obstacles, against the clock.

U-bend

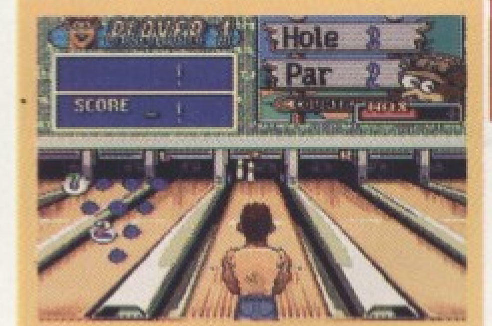
There are extras to buy including more lives, stops for the timer and distance adjusters to reduce the minimum length of the sections.

Simple but effective sums up the graphics, but lack of decent background music on a SNES cart's inexcusable. This is a good little puzzler but the game has no depth.

Is it worth £50? Well, when you consider the SNES's capability to produce excellent graphics, sound and animation the answer has to be no.

GUNNS 68%

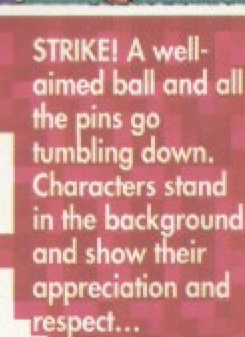
FORCEFAX



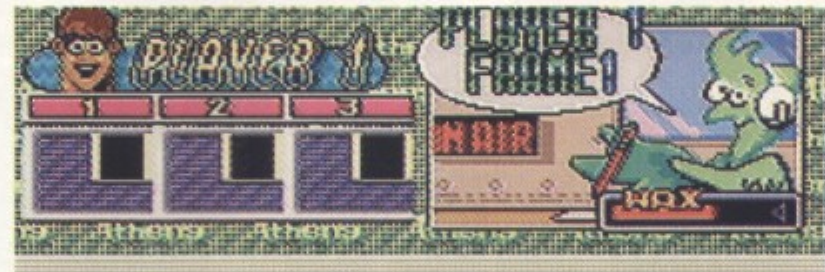
If the bowler stands in the right place each time he or she bowls, it results in a strike every time! Practice finding the spot, and amazing your mates with huge scores!

select any or all the pins and test your skill at aiming. This is a useful addition to get players used to the SNES bowling controls.

Super Bowling is not a game that you can play constantly for a couple of months. It's more suited to an evening in with mates. Get some cans, a couple of bags of nuts and play a few rounds — hours of fun guaranteed. **SHADES 79%**







STRIKE! A well-aimed ball and all the pins go tumbling down. Characters stand in the background and show their appreciation and respect…



N RATING

82% VISUALS
● Jazzy and well animated with lots of garish colours!

83% SONICS
● A couple of thumping tunes and riveting bowling noises!

84% PLAYABILITY
● Clear options and a simple bowling control method

73% LASTABILITY
● Hours of fun with friends, but a bit boring on your own

77% FORCE
● A great multi-player game that loses its appeal as a solo



Pleasantly pertinent plumbing pieces...



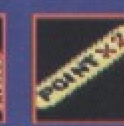

Add to game timer


Extra life 1 up an' the like

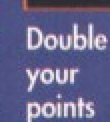

It's a mystery


The speed-up icon

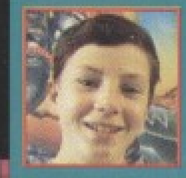

Keep an eye out for these!



Shortens pipe distance

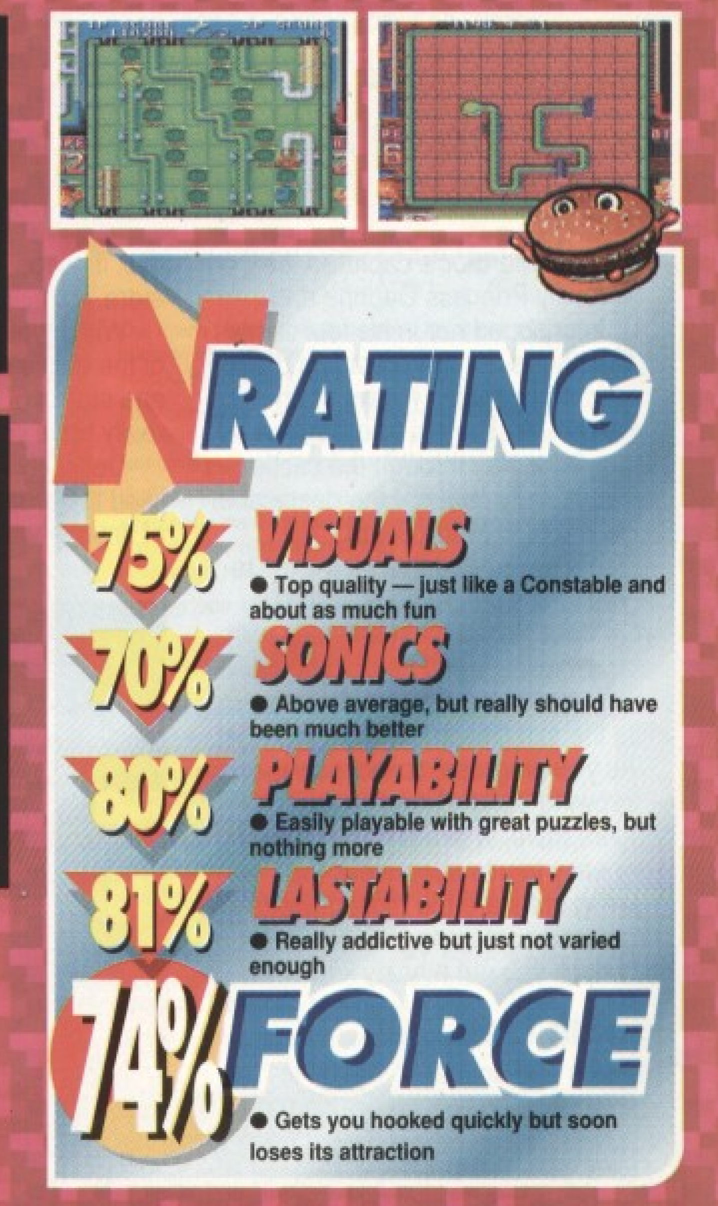

Double your points





I didn't really expect much of *Pipe Dream*, having played it on the Game Boy, but it's really good! It's certainly different to your normal SNES game — requiring fast thinking to decide where to place the pieces of pipe to make the connection. It has rather limited sound effects, but apart from that it's wicked! You could get bored of the same sort of thing all the time, but it's definitely a game for puzzle fiends out there.
FLUNKY 80%





N RATING

75% VISUALS
● Top quality — just like a Constable and about as much fun

70% SONICS
● Above average, but really should have been much better

80% PLAYABILITY
● Easily playable with great puzzles, but nothing more

81% LASTABILITY
● Really addictive but just not varied enough

74% FORCE
● Gets you hooked quickly but soon loses its attraction

Producer: ELITE ■ Players: 1 ■ Price: £44.99





Splosh! Falling into the water encases Dirk in a big bubble. Floating's a tricky business with deadly snakes everywhere!

SNES

Dragon's Lair



Huge, scaly and smelling like the skip outside the local curry house — is it GUNNS' jockstrap or another hot game from Elite?

Oh no! Mordroc's captured the lovely Princess Daphne and imprisoned her in his foul castle with the evil fire-breathing dragon Singe, as her gaoler. Heavy stuff!

As Dirk the Daring, free Daphne by battling your way through the castle until you finally confront the despicable Singe in a fight to the death.

Use a sword and throwing axes to aid you in this daring adventure. The sword despatches most enemies with a single blow but you need to be close enough to smell the dude's breath while the axe flies to the chosen target.

As you progress, collect power-ups — throwing daggers and stars. The daggers travel in straight lines making them easy to use accurately, the throwing stars are the most powerful but return boomerang fashion — if you don't duck you get a nasty knock!

Jubjub tree

Graphics and animation are quite excellent but the difficulty setting has you pulling your hair out — you need to be pixel-perfect with jumps. Despite this, it keeps you coming back for more.

With levels that stretch from the top of the castle walls down to dungeons and stacks of guardians to defeat, you really have your work cut out.

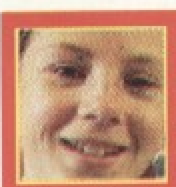
Definitely a must for anyone who liked the arcade game — I can't think of anyone who didn't!

GUNNS 92%







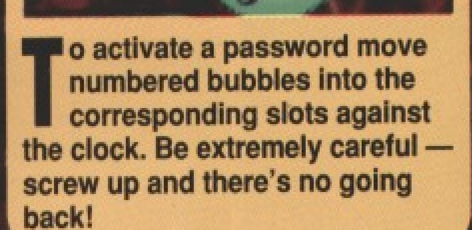


St George entered the dragon's lair armed only with an extra large bottle of Listerine and sword and came out victorious — now you can attempt to do the same. It has great graphics, but unfortunately the sonics are quite poor. Gameplay's good as you slash your way through stacks of levels and the animation's admirable, with the climbing being the most difficult move to perfect. Definitely a game worthy of any collection.

FLUNKY 83%

FORCE FAX





To activate a password move numbered bubbles into the corresponding slots against the clock. Be extremely careful — screw up and there's no going back!

N RATING





90% VISUALS
● Excellent — one of the best yet for a platform action game

80% SONICS
● A little disappointing bearing in mind the capacity of the SNES

84% PLAYABILITY
● A little hard to start with but difficulty soon evens out

89% LASTABILITY
● Addictive as hell, this will keep the midnight oil burning



87% FORCE
● Great game, great looks but damn hard

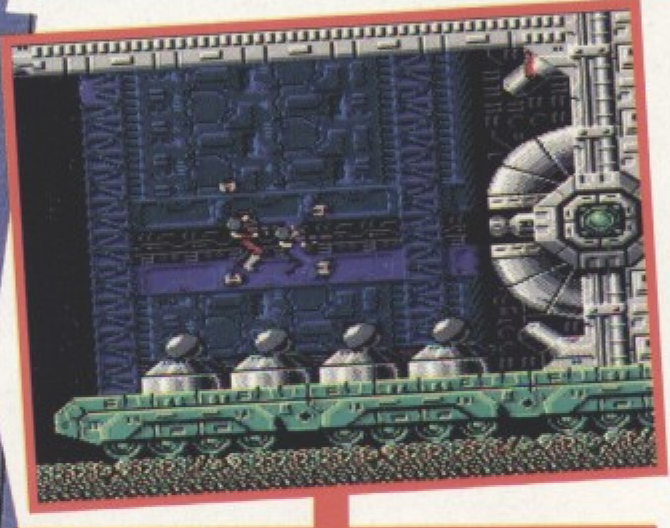
Next Month!



Roll up, roll up! Don't be shy — come and buy! That's right missus, you don't want that cacky rabbit goo, you want N-FORCE, with additives, preservatives, monosodium glutamate and other stuff your dietitian wouldn't advise, like...

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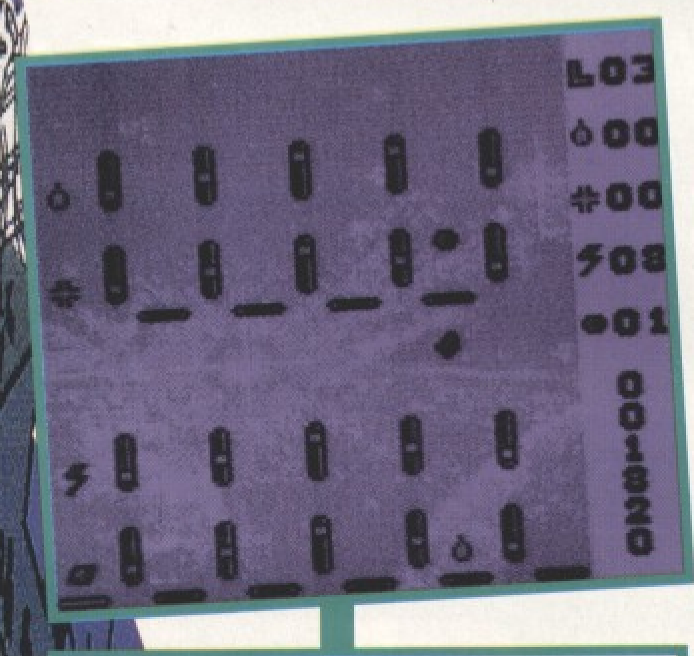
Yes, the N-FORCE many-coloured, soft-but-slightly-firm one — FREE with the next ish!



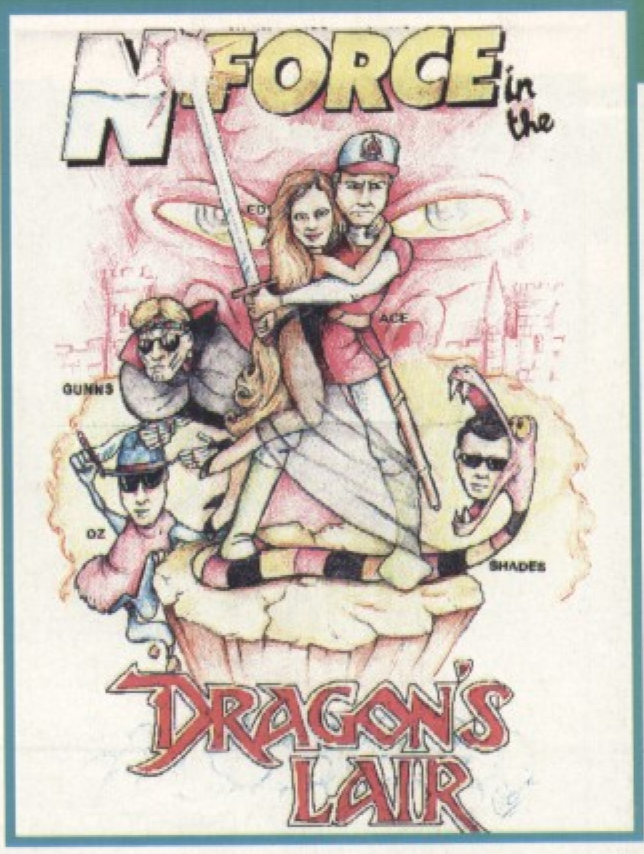
■ It's time for a furious fight for your life on the NES with *Action in New York* from Infogrames. Enemies are everywhere so load up yer missile launcher an' LET RIP with our mega review!



■ Rushing blindly like a blind rushing thing onto the SNES is the preview of a game of a film that may have starred Mel Gibson…



■ There's some ball-bouncingly good stuff for Game Boy freaks with *Pop Up*, a stonking great romp from Infogrames — catch our full review!



Put down that crayon!

Here's the winners of the N-FORCERS IN DRAG-ON COMPO, taking home an SNES console and a copy of *Dragon's Lair*, courtesy of Elite!

Richard 'Dickie' Bangs (you can't have a name like that!) of Wickford, Essex battered others in the over-16s category with this gem pictured above.

Other winners were Yasir Khan of Halifax (under 8s), Jonathan Green of Stanwix, Carlisle (8-13), and Duncan Scott of Market Deeping (14-16). Congrats you lot, and enjoy your new SNES console and *Dragon's Lair* game!

The also-rans were Nic Hills of Datchworth, Denni Harryman of Southampton, Angie Baldard of Dorking, Kristian Ambrose of Bramfield, Steven Lenton of Buglawton and Peter Boeater of Stockwood. You each win a copy of *Dragon's Lair* for the SNES. Not got a SNES? Run and buy one cos they're the best!

N-FORCE
THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

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■ *Akira* for the NES — brand new, true collectors' item. Probably the only one in the UK, £50, other titles bought on holiday on Tokyo inc. *Dragonball Z11*, *Megaman*, *Fist of the Northstar*, *Adventure Island* and many more. Phone (0242) 250134.

■ Japanese animation fans/collectors. Laserdiscs for sale, personal collection of over 260 laserdiscs — titles incl *Akira* (fully uncensored 4 mins extra), *Patlabor*, *Silent Mobieus*, *Urotsuki Doji* (X-rated). Phone (0242) 250134 for more details. Pen pals wanted.

■ Phew! We had to hire a fat woman to sit on each copy of Issue Six to stop the bulging pages from bursting onto the shelves. Why else do you think we put them in plastic bags? Simple — covers just can't take the strain. N-FORCE #6 — laughing in the face of weight watchers everywhere from November 12.

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